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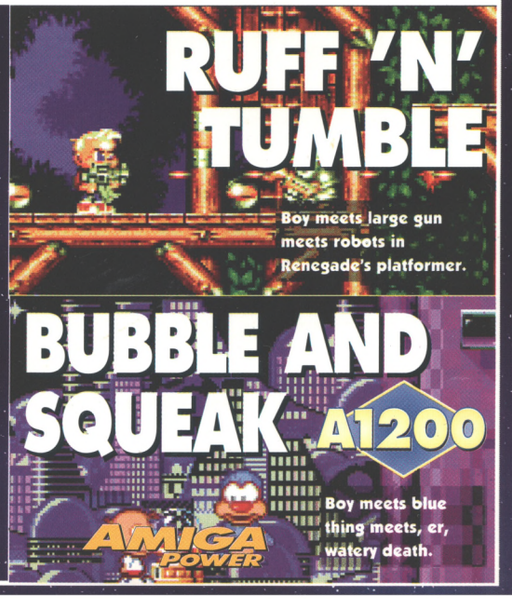

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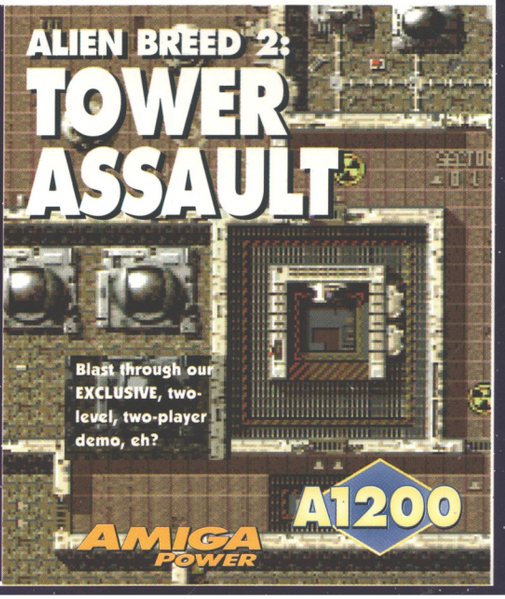

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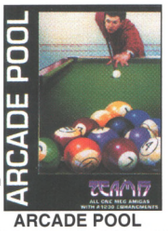

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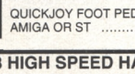

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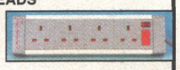

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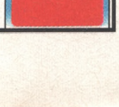

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AMIGA POWER

ISSUE 42 OCTOBER 1994

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THE MORAL OF THE STORY IS:
The wind can't wibber back.

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12 TRUE STORIES
Or as it should be called this month, True Previews. Because? Well, because it should.

24 DIARY OF A GAME
Sensible Software continue their never dull and occasionally lucid tale of an epic golf game in the making.

26 GAMES VERSUS REALITY
What's so great about the real world anyway? We see how it fares against the Amiga – scientifically.

61 WIN A DATE WITH FATE
At dreamy Alton Towers in dreamy Empire's dreamy *Dream Web* compo. And maybe they'll have finished the game by next month. Grrrr.

62 HEY YOU GROOVY CATS...
Catch the trend that's sweeping the country like a giant, friendly tidal wave. SUBSCRIBE to AMIGA POWER and lots of good things will happen to you. You'll get groovy free things like a coveted AMIGA POWER 0. Man.

64 COMPLETELY FAB
Those are the two choice words top tipster Rich Pelley used to describe the monthly helpathon that is the one and only COMPLETE CONTROL.

72 BACK ISSUES/MAIL ORDER
Can YOU spot the subliminal messages we've planted to convince you to buy our merchandise?

80 HI HO HEY NOW NONNY NONNY SILVER LINING
Reviews of all the latest CD32 converts, only this time in Chaucerian English.

85 PUBLIC DOMAIN
Cheap, very cheap and occasionally downright free games.

88 DO THE WRITE THING
Containing fact, fiction, comment and venomous personal attacks on various AP team members. It's riveting.

91 THE BOTTOM LINE
All the releases of the last year, in exciting alphabetical order!

96 THE SECRET CAVERN
Reader ads scented with a delicate hint of nostalgia.

98 THE BREAKFAST SANDWICH
Exclusive first review of the mother of all bread-based snacks.

WELCOME TO AMIGAOWE

Hello. This is where I'd normally tell you how great this issue of AMIGA POWER is. But I've been in Cornwall all month, on holiday, and everyone else wrote it while I was away. So for all I know it could be absolutely terrible. Crumbs. Let's hope not, eh? And let's hope, in particluar, that they have horrible a they have them a po them bac

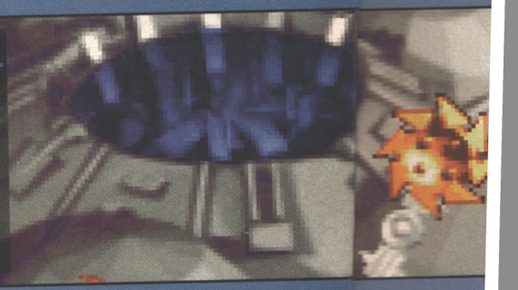
Jona

GAMES OF THE MO

SUPER STARDUST

A whole new experience or just an A1200 rehash of the original *Stardust*? Read it and weep.

Page 31



THEME PARK

Bearing in mind the dodgy state of Britains real theme parks, we'd say this one's here just at the right time.

Page 40

RUFF 'N' TUMBLE

Cute kid with a gun in platform based *Turrican* inspired blastoid fun. Whoop whoop.

Page 36

STOP PRESS!

SEND US A DISK! And win some games!

Peep behind the disks on the cover and you'll find a special blank disk label. But why? If you write your name and address on it, stick it on to a disk containing ANYTHING YOU THINK WE MIGHT LIKE, and send it to You'll Like This, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW by 15th October 1994, you could win a large pile of games. The winner will be announced on the last day of the incredible Future Entertainment Show (that's 30th October) at Earl's Court. Our pre-emptive FES coverage begins on page 14.

The Future Entertainment Show

MO TO TIC TH CA As I ima mor Pag

JONATHAN NASH WOULD JUST LIKE TO SAY: "If she could be anybody, why can't she be somebody?"

JONATHAN WOULD JUST LIKE TO SAY: "Don't ever go to Jamaica Inn."

CAM WOULD JUST LIKE TO SAY: "I think I'm going to faint."

SUE WOULD JUST LIKE TO SAY: "Errm."

STEVE F WOULD JUST LIKE TO SAY: "Rumours of my death have be y exaggerated."

SARAH WO

OVER 157

USES OF 'THAT' WORD IN GOODFELLAS

GAOWER

they haven't said anything horrible about me in it. Oh, I bet they have. And I even sent them a postcard. And brought them back sticks of rock. Gits.

Jonathan Davies, Editor

IE MONTH

WIN!

MORE ALTON TOWERS TICKETS THAN YOU CAN IMAGINE!

As long as you can't imagine anything more than ten.

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OCTOBER 1994

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SARAH WOULD JUST LIKE TO SAY: 'I'd like the meat of a lamb.'

th have be y exaggerated." **PAUL WOULD JUST LIKE TO SAY:** "Let's play that song one more time."

disk 42

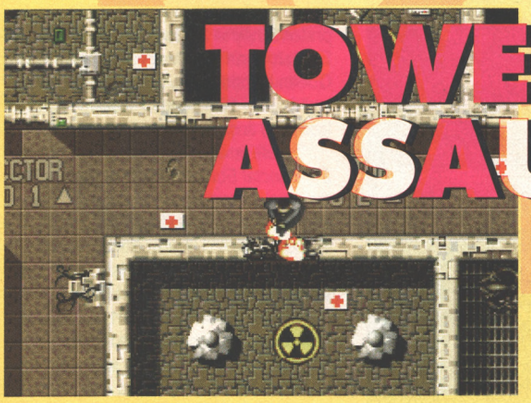
The more numerically astute of you will have noticed that there's a 50% increase in the number of disks this month. That's 50% more plastics, ferrous oxides and metals used in the production of this mag. So next time you stare up at the hole in the ozone, think AMIGA POWER.

INTRODUCING DISK 42

THEME PARK

We may have reviewed the A1200 version of Bullfrog's astonishing new sim game, but we're caring and thoughtful enough to present you with the A500 version. There's enough Chickenmen, ice cream shops, bouncy castles and everything else to set up your very own tiny theme park. Just add screaming kids and the smell of vomit for added realism.

TOWER ASSAULT



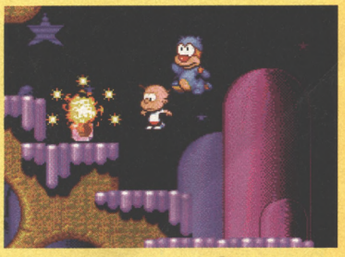
Absolutely everyone must have bought *Alien Breed* by now, even people without Amigas. So it's just as well Team 17 have produced this fab demo of the sequel.

RUFF 'N' TUMBLE

Conclusive proof that children and firearms DO mix. Move over Mothercare, Renegade are in charge now. Oh yes.

BUBBLE AND SQUEAK

A1200 only antics with a small boy and his friend, a large blue, um, thingummy-bob.



GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 42, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll gouge your eyes out with wellington boots, a lot.

disk 42

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

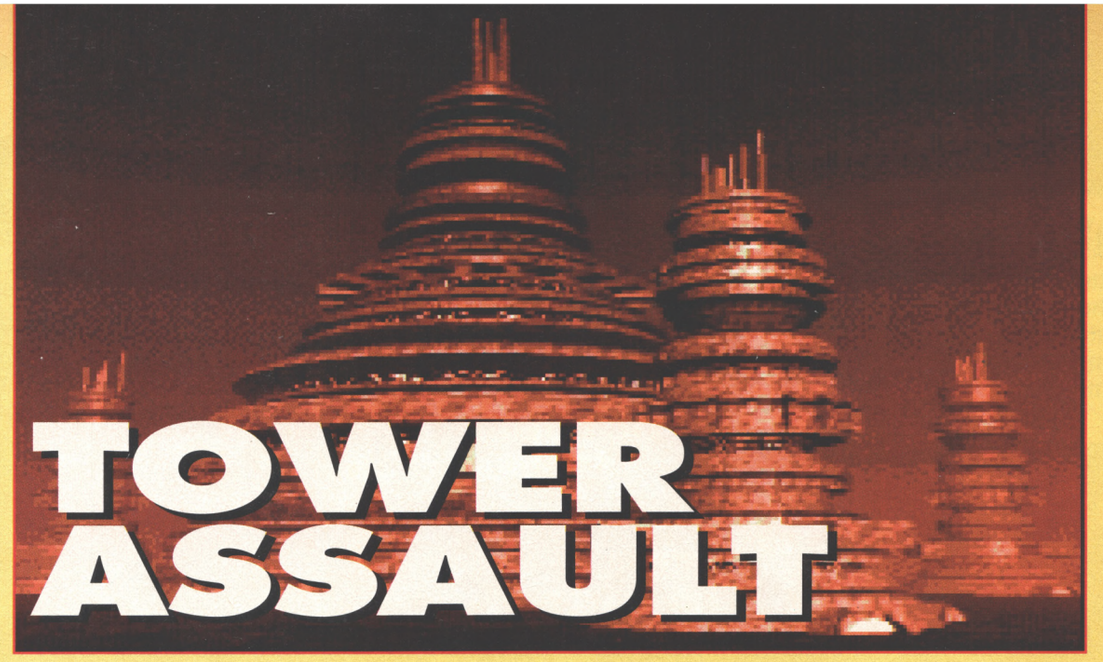
- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 42 Returns
  DisCopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to DisCopy. Please.



TOWER ASSAULT

Publisher: Team 17

A1200

Let's be honest – the *Alien Breed* games are 'unofficial' licences of *Aliens*. All those dispensable marines with impressively large guns, all that grubby metal/sticky podule scenery, all those – and here we have to be brutally frank – aliens: the parallels are unarguable. This is not, of course, a bad thing, and gives everyone a chance to shout exciting phrases from the film and pretend they're Hudson (the famous English dwarf who was court jester to Queen Henrietta Maria) and Hicks (the well-known 19th century Quaker) and look cool and everything.

Here is what happens in *Alien Breed 2 – Special Edition: Tower Assault – The Demo*: you run around and shoot things, and escape. To stop you doing this, some aliens will try to kill you. So you shoot them, and then escape. Fast. The theme, you see, is 'shooting'. And 'escaping'.

What we have here are two entirely new levels that don't appear in the finished game or anything, and which sort of pack all the best bits into one stomach-crushingly intense, unremittingly vicious, Gatling gun-a-go-go extraterrestrial lifeform terminate-o-thon.

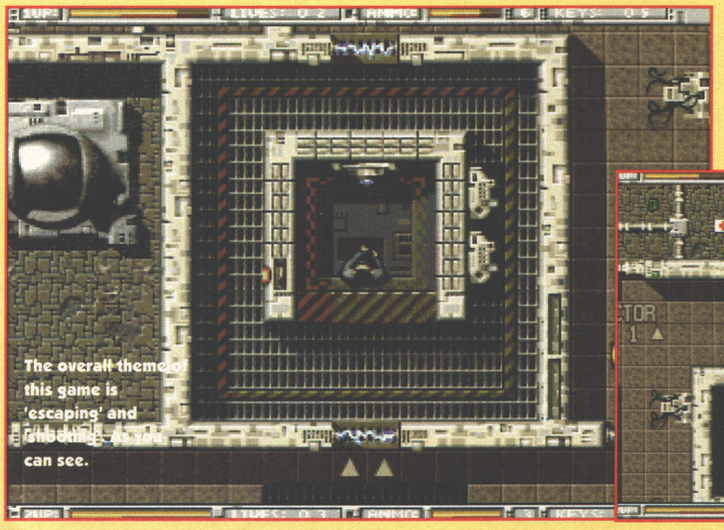
LET'S ROCK

Each of the levels follows the same basic pattern – you must destroy all the 'security installations' (big round things) before fleeing in terror to the lift, because the 'security installations' are the only things preventing the floor of the tower you're on from exploding in a massively destructive yet architecturally considerate fashion. But you'll be horrified just how quickly 20 seconds can flit by after shooting the last 'security installation' before the floor blows up, so a fair tip would be to find the lift and steadfastly leave the 'security installation' nearest to it until last.

Level two adds the side-splitting complication of the aliens "cutting the power" (as Ripley, the American social reformer and literary critic, says in the film), leaving you to play by the feeble cone thrown out by your typically cost-cutting marine-issue lamp. You still get all the aliens and 'security installations' and 20 second dashes for the lift, though. Frightening stuff.

Controls are spectacularly obvious, with 1 or 2 starting a one- or two-player game (the latter being highly recommended as you really haven't a chance on your own) and the addition of M for a map of the level, P for pause, and LEFT SHIFT for 'retreat' mode (which means you can back away while firing at pursuing aliens). Two-button joystick owners can use the second button for 'retreat' mode, or hold it down for the map, while CD32 joypad people can use the red button for shooting, the blue button for 'retreat' and the blue button (but held down) for the map.

Things to watch out for (apart from the aliens, natch) are one-way doors (the arrows on the floor indicate the direction of travel) and radioactive areas which sap your strength all the while you're in them. They're marked boldly with big yellow circles for maximum visibility, and there are medi-packs scattered around, so you should at least be able to get through safely if only to die 30 years later of cancer, but there you go. It's a tough life in today's assault corps.



THEME PARK

Publisher: Bullfrog

Here is what happens in *Theme Park:* because we, the Hesiodic theogony that is AMIGA POWER, suffer no invented language but our own, we spurn the blundering Americanism of the name and instead officially rename the game *Fairground.* You know we're right. We also condemn the game's sinister commercial sponsorship by a Well-Known High Street Bank, and remind you, our beloved readers, that it is your duty to ASSERT YOUR INDIVIDUALISM and DESPISE AUTHORITY. But anyway.

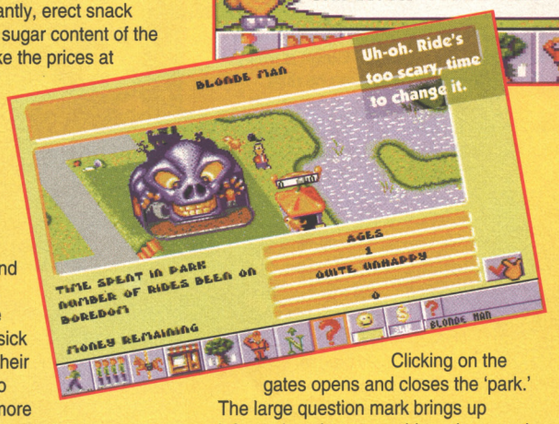
PHILOSOPHY

Theme Park is, of course, *Populous* at the fairground. The idea is to build up a 'park' of fantastic proportions, entice thousands of people to come and have a go on the rides, and make stunningly large amounts of money. You do this by exerting a ghastly supernatural influence over the tourists and staff in your dominion, messing with their minds so they obey your commands, but at the same time finding yourself a slave to their desires and purveyor of their needs. Who is the god? Who is the subject? *Theme Park* forces you to question the traditional conclusions of the oppressor/oppressed ethic. And you thought it was just a fun game about bouncy castles. You shallow fools.

There's actually a tutorial in the demo, which more or less covers everything you need to know in a gently accessible manner, but because we, the mightiest beings ever to produce a magazine, are supremely arrogant (and not without good cause) we shall now describe the game after our own inimitable fashion.

By clicking on icons in the approved manner, you can place rides, lay paths between them, allow for queueing on the popular attractions, allocate maintenance workers to clear up litter and fix broken rides, unleash chicken men to amuse bored tourists, and, most importantly, erect snack stands, fiddle the sugar content of the ice-cream and hike the prices at critical moments. Everything is interconnected, so by over-sugaring the ice-cream you could cause people to get hyperactive and go on more rides, but they'd also be more likely to be sick and drop litter in their stunned state. (So you'd then build more toilets, but not too near the ice-cream stands otherwise business would be adversely affected, and anyway you now need some signposts showing people where everything is, and some extra maintenance blokes, and so on and so on). The tourists have little thought bubbles that reflect their general state, and the trick is to keep as many people happy as possible.

The demo only lasts for three game years, and you've only got three rides and three types of shop, but that's still enough to build a horribly complicated interlinked causal reality sort of affair. Apparently the full game is so well-balanced that they used it to simulate Euro Disney and so proved it would go bankrupt in ten years, or something. But would they listen? Truly, computer games are better than life. This is an obvious lie.



Clicking on the gates opens and closes the 'park.' The large question mark brings up information about your rides, shops and staff, and a good rule of thumb is to have less staff than tourists. No, really. We had a fairground with about 50 chicken men, who just scared away the tourists. Far more entertainingly, if you click on the question mark and then on a tourist, they'll shout either, "Hurrah!" or, "Boo!" depending on how well you're doing.

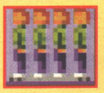
The demo always starts with the tutorial, which neatly shows you what goes where (follow the 'recommendation' exactly by placing your ride on the ghost image, otherwise the game just sits there – this caught us out with hilarious consequences) but does mean you end up with a bouncy castle in the middle of your 'park.' Clicking on the date box (the white box at the top left of the screen) brings down the main menu, from which you can restart the game to skip past this introductory bit and build from scratch.

Lawks, it's complicated. But you pick it up easily (you do, you really do) and it's terrific fun. Especially when you make everyone sick but refuse to build toilets, and then close the gates to prevent them leaving. A-ha ha ha.

THE ICONS

By clicking on the small question mark icon, then clicking on another icon, you'll be told what that icon does. It's far easier to refer to a list showing everything at once though, so here's one we made earlier.

LAY PATHS. Paths should, fairly obviously, connect rides, otherwise people won't be able to get to ride them.



FORM QUEUE. If the maximum number of tourists is using a ride, others can't join. So you need a queue. Pop a chicken man by a queue as well, to keep the tourists entertained. You know it makes sense.

BUILD A RIDE. There's a choice of three in the demo – the bouncy castle, the ghost house and the whirling teacup ride.

BUILD A STAND. There are two in the demo – an ice-cream stand and a balloon shop.

HIRE STAFF. Handymen, mechanics, chicken men and, more ominously, armed guards. Or possibly they're not armed.

ADD SCENERY. You can only sink lakes in the demo. But they're awfully pretty lakes.

BIG MAP. Get a more global vision of the whole 'park.'

QUESTION MARK. More information on the options.

TOURISTS. Who they are, where they are, and what they're thinking.

BANK BALANCE. Er, get a bank balance, and get some money in it.

RUFF 'N' TUMBLE

Publisher: Renegade

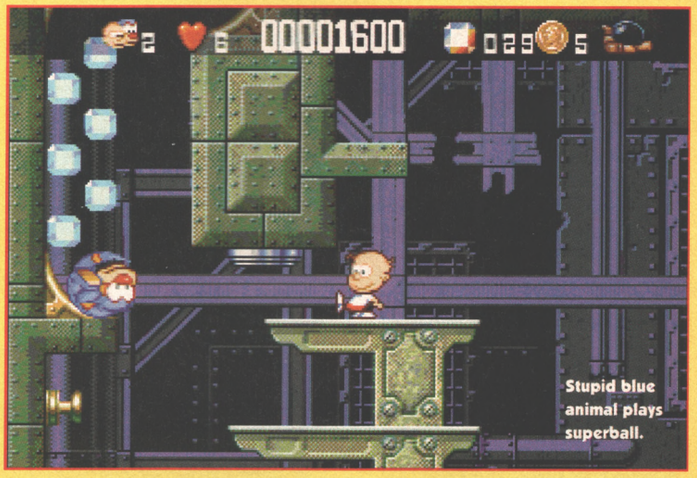
Here is what happens in *Ruff 'n' Tumble*: you play a small child who looks like Macaulay Culkin, runs around a forest and kills monsters with accurate bursts of deadly machine-gun fire. The disadvantage of the character looking like Macaulay Culkin is that you're playing a character who looks like Macaulay Culkin, but the advantage of playing a character who looks like Macaulay Culkin is that you don't in the least care when he dies.

The demo's the whole first level, which is a big thing, and the idea is to collect all the marbles (because, that's why) and find the exit (vaguely upwards and rightish from your start position). The perplexing mixture of cuteness and appalling violence extends to the monsters, who sport outlandish metallic suits, attempt to butt, shoot or squash you relentlessly, but when they stagger back, fall to sitting down and look charmingly silly when you pepper them with slugs.

There are all the usual extras you might expect – weapon power-ups, energy gobstoppers, hidden areas and restart points (disguised cunningly as large blocks emblazoned with chevrons), and you can blaze away in all directions by holding down Fire and then moving the joystick. You'll love it, if only for the deeply satisfying opportunity of running Macaulay Culkin on to some spikes, watching him squeal and writhe in terror and hurrying him along to plummet slack-mouthed to his well-deserved doom.

And don't take any notice of the A1200-only message on the loading menu – that's just an ingenious practical joke we've added on at the expense of people who don't read the instructions down to the last dot of the last paragraph. (*Or possibly a ghastly mistake on behalf of the disk compiler. – Ed*)

BUBBLE AND SQUEAK

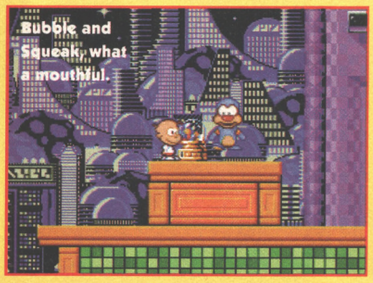


Publisher: Audiogenic

A1200

Here is what happens in *Bubble and Squeak*: the characters, unlike, say, the kiwi in *New Zealand Story*, kick up no fuss about drowning. They stand there, smiling broadly, bubbling gently, right up to the point where they suddenly look alarmed and die. This is, however, no excuse to deliberately leave them submerged. It's not big or hard or clever.

The *Bubble and Squeak* demo comprises three levels from the latter part of the game that rated a solidly entertaining (if exasperatingly fiddly and frequently unfairly fearsomely difficult) 77% in AP40, so they're pretty tough. Playing the small child undergoing a course of chemotherapy (even Audiogenic are somewhat unclear about who's Bubble and who's Squeak), you have to get your stupid blue animal to the striped pole at the end of the level, whereupon you both shake hands and escape. But no normal stupid blue animal this. Nor are you an ordinary small child undergoing a course of chemotherapy. Bear in mind the following startling facts:



1 The stupid blue animal is your friend. By pressing Down you tell it either to "Come on!" or to "Wait here!" While waiting, you can kick the stupid blue animal (by pressing Fire), use it as a platform, or get it to throw you in the air (by standing in front of it and pressing Up and Fire together).

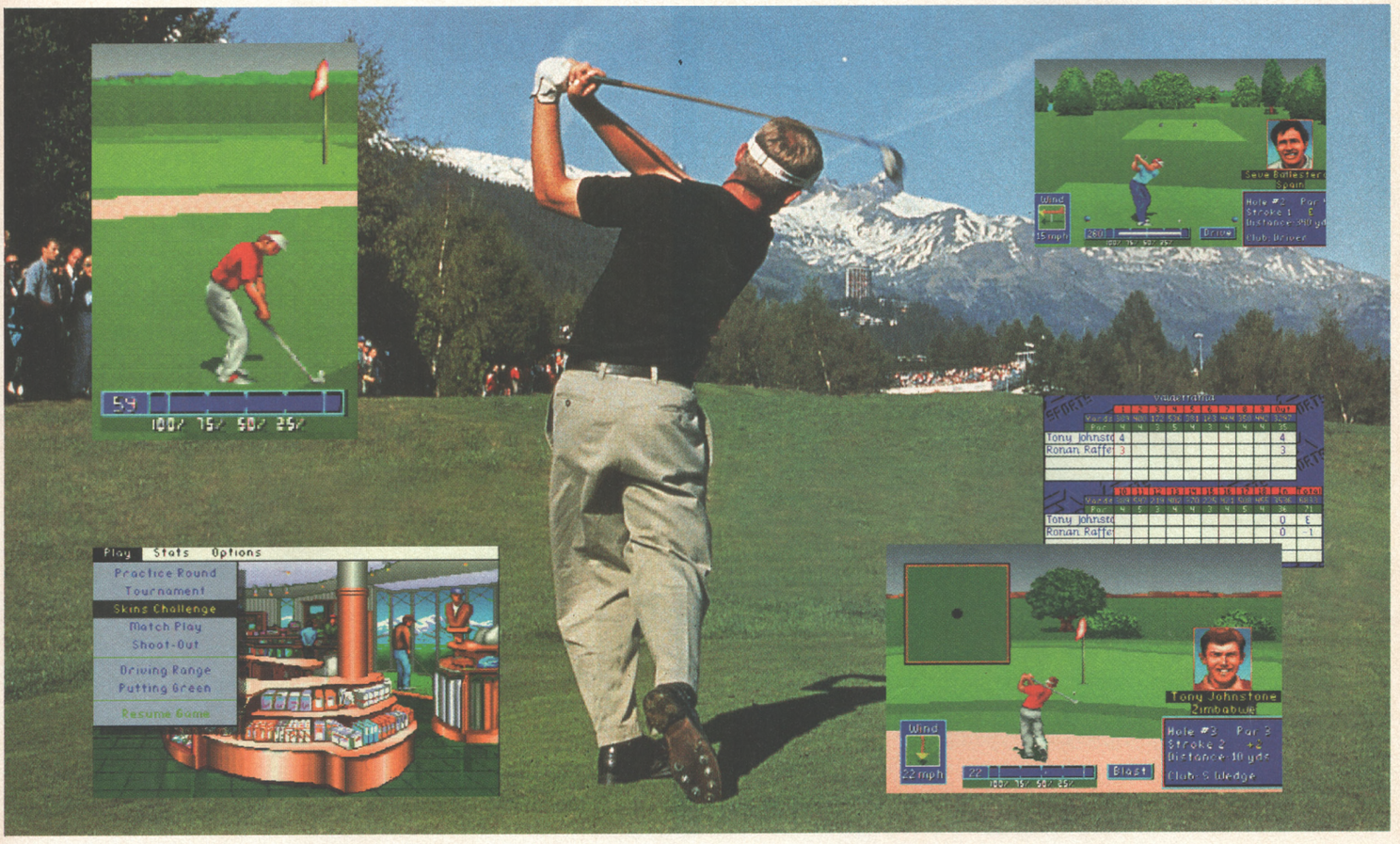
2 Bubble-gum is good. Shooting monsters reveals coins. Coins pay for bubble-gum at the bubble-gum machine (by standing to the left of it and pressing Fire). If you have paid enough, you can press Down to kick the machine, flinging a piece of bubble-gum into the stupid blue animal's mouth. You can then jump on it to form a powerful mutant thing. Press Up to diverge into constituent forms. The RSPCA'll be onto you soon...

3 Gems are good. As well. Collect gems. Find the large orange dome. Use the gems to open the dome and free the trapped small stupid blue animal.

4 But water is very bad. The water level rises constantly. Do not fall from high ledges or you will drown. Disturbingly happily.

Remember – it is not enough for you to succeed. You must also shoo along the stupid blue animal to finish a level and not, for example, push it into a corner and kick it repeatedly in order to make it mewl piteously. You fiends.

PGA EUROPEAN TOUR



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The Future is almost here!

World Exclusive! Ultra 64 Revealed!

That's right. This year's FES will feature the World premiere of possibly the most eagerly awaited piece of new gaming technology for years. Nintendo's all-powerful Ultra 64 will be at the show in arcade-format. And you'll actually be able to play it!

Machines of the Future

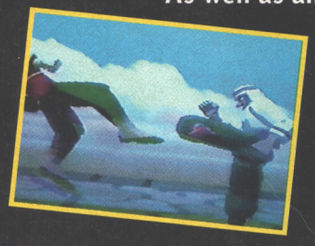
Only at the FES show will you be able to get your hands on the very latest in interactive entertainment. We've been working round the clock to assemble an all-star cast of new machines. And it's all gone rather well...

Leading the assault of the next generation of interactive technology is the 3DO. You've seen the screenshots, you've seen games magazines go crazy about it and now you get a chance to play it for yourself. We'll have machines available for you to use and there'll be plenty to buy for great prices!

Philips will be unveiling their new CD-i machine and a radical line of new thrilling programs - come along and judge for yourself!

Coin-ops

As well as all this great stuff, there'll be a host of top-of-the-range coin-ops at the show for you to play. There will be Daytona, Virtua Fighter, Rad Mobile, all the new Streetfighter versions, Ridge Racer, a stack of Neo Geo hits and plenty more besides.



National Games Championship Final

Only at the FES can you see the very cream of Britain's gaming elite fighting for the title of National Games Champion. They've been battling it out in rigorous qualifying stages all through the summer at Future Zone stores. On Saturday 29th, you can see the final of this gladitorial contest.

National Games Championship

Theatre

The focal point of this year's FES will be the theatre areas, packed to bursting point with great items put together by the editors of your favourite magazines. There'll be top programmers debating hot issues and demoing their new games. There'll be exclusive previews of forthcoming Christmas hits. You'll also be able to come along and test your mettle against some of the best games players in the country.

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TRUE STORIES

Autumn – season of mists and mellow... gamefulness. Yep, gilded summer days may be gone, but there're lots of news stories bearing fruit here at AP.

LET'S GET READY TO RUMBLE (... IN THE JUNGLE)

AMIGA POWER PREVIEW

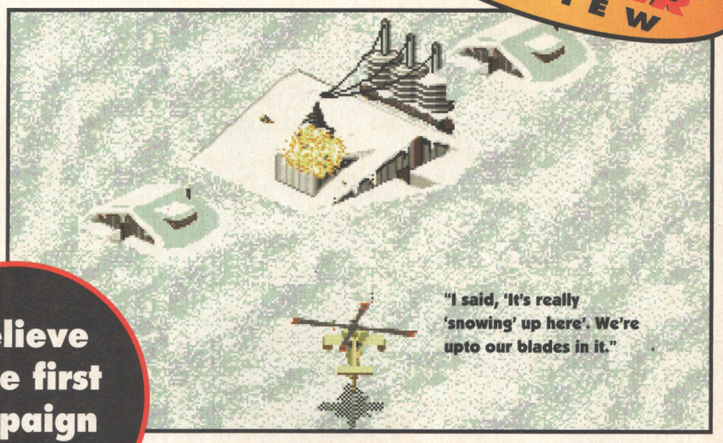
Game: Jungle Strike
Runs on: A500, A600, A1200, CD32
Publisher: Ocean
Authors: Stuart Johnson
Price: £25.99 – £27.99
ETA: October

Typical, you spend all that energy, all that time and all those resources putting the world to rights and disposing of an evil megalomaniac in *Desert Strike*, only to find that he had an equally mad, power-crazed son (Kilbaba Jr.) who has teamed up with a – gasp– South American drug lord and is hell bent on causing a lot of trouble. You wouldn't normally be too worried about this, after all this takes place across the water in America, but there's this little matter of some nuclear weapons and there's nothing worse than a madman with a hatred of all Americans and an itchy, nervous finger hovering over the big red button (and no, I'm not talking about Bill Clinton). And this, folks, is the plot behind *Jungle Strike*. Not exactly complicated, now, is it?

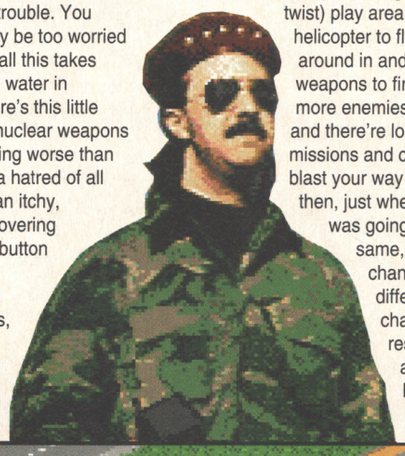
Of course, you don't have to worry too much about the storyline because this is only a game. Still it's also a sequel which means you're all already familiar with the principle of the game (and if you're not, I'm in trouble) and you'll just want to know about all the new bits and why you should be very excited about playing this game. Well, read on true believer and I shall reveal all that I have discovered thus far...

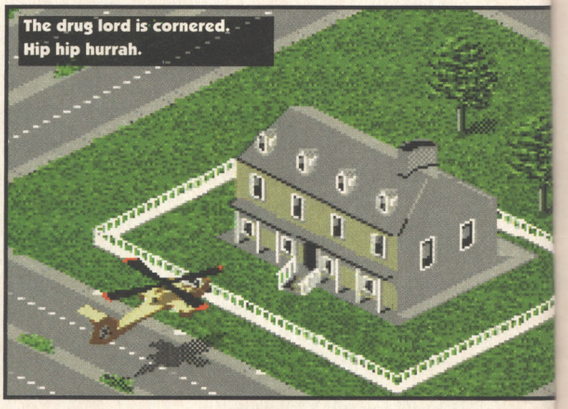
For a start, in the best sequel-to-a-shoot-'em-up style, the basic gameplay is the same; a lovely large overhead (with a slight 3D twist) play area, a helicopter to fly around in and loads of weapons to fire at loads more enemies. Oh yeah, and there're loads more missions and campaigns for you to blast your way through as well. But then, just when you thought this was going to be more of the same, along comes the chance to hop into a different vehicle – a change is a good as a rest, as my old Nan always used to say. But what vehicles can you get your sticky fingers on?

"Relieve those first campaign blues"



"I said, 'It's really 'snowing' up here'. We're upto our blades in it."



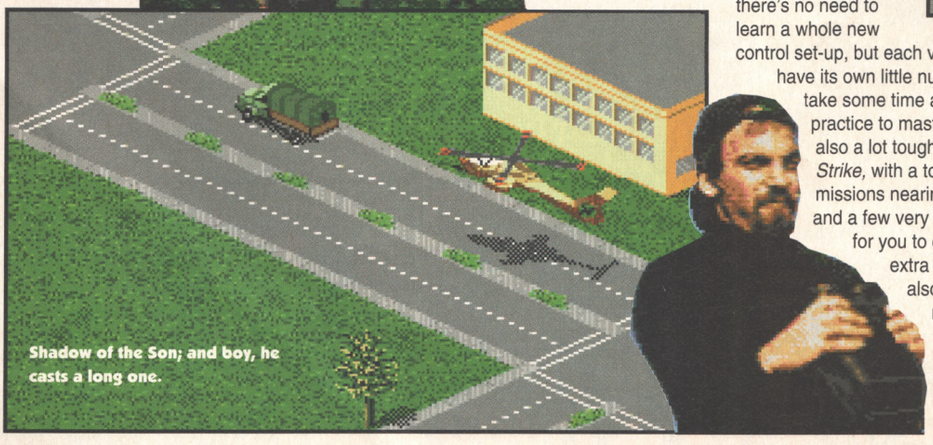


The drug lord is cornered. Hip hip hurrah.

Well, how about a Hovercraft, or a Motorbike, or even a top-secret (so how on earth would I know how to fly it?) F117-A Stealth Bomber. There, that's exciting isn't it? All the extra vehicles use the same control method as the helicopter, so there's no need to learn a whole new control set-up, but each vehicle does have its own little nuances that will take some time and a lot of practice to master. The game is also a lot tougher than the first *Strike*, with a total number of missions nearing the fifty mark, and a few very strange terrains for you to cope with as an extra bonus. You can also take the missions of any campaign in any order you like, effectively opening up hundreds of different strategies to finishing a campaign. And to add even more option-type fiddly bits to the proceedings, there are now several co-pilots to choose from, each with their own skills, which you have to choose according to your own strengths and weaknesses.

The whole game is nicely rounded off with a password system to help relieve those first-campaign blues and as you can see, even this early on, the graphics are looking pretty damn cool. There will be the usual three versions of the game for A500/A600, A1200 and CD32 and it's due to hit the streets sometime around October. So start saving...

● *PAUL MELLERICK*



Shadow of the Son; and boy, he casts a long one.

WORLD CUP GOLF

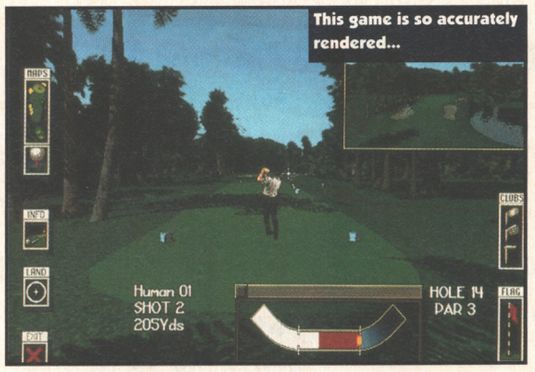
AMIGA POWER PREVIEW

Game: World Cup Golf
Runs on: CD32
Publisher: US Gold
Authors: In House
ETA: Christmas

Ever since the CD32 came out, there've been games that have claimed the title of being CD32 only. *Diggers* reckoned it was so huge only a CD could contain it, but once they'd taken out the instructions and fancy sound effects, it became a regular Amiga game, and the same goes for *Liberation*. However, US Gold are getting all hot and excited about their new *World Cup Golf* game, saying that this is the one, this is the game you'll never see on a regular Amiga and you know, I almost believe them.

For those not in the know (like myself) it took US Gold producer Steve Hickman several minutes to explain all about the World Cup of golf and the importance of the Dorado Beach course in Puerto Rico. It seems that the World Cup is where the big money's at, where the movers and shakers of the professional golf circuit pot little balls in tiny holes for major cash prizes, and this year it's going to be held at, you guessed it, the Dorado Beach course.

Now you'll be looking at the screen shots on this page and thinking, "Those are PC screenshots, right?" – and being totally wrong. With the help of a lot of expensive Silicon Graphics and a bit of clever sneakiness, the pictures on this page will be pretty much what you'll get in the finished game, and you won't even have to wait for them to draw, they'll just appear, like magic.



This game is so accurately rendered...

... that it feels like you're really at Dorado Beach...

The speed and quality is possible because the backgrounds are all pre-rendered and stored on the CD, taking up so much space that a disk version just wouldn't be possible. Using Silicon Graphics workstations and maps and photos of the actual course, the US Gold programmers have made a detailed, topographically accurate, texture mapped model of the entire area, and then taken 400 or so stills of each hole, which are rendered to include shadows, trees and all the other detail and then slapped on the CD. During the game, the best camera position is chosen for your shot and a digitised golfer positioned next to the ball, so although you're confined to these 400 images, the ball can land at any point in the rough or on the fairway.

And how about this for an encore?

It's all a bit of a cheat, as is the pre-rendered and never varying 'ball's eye' view of each course, but US Gold are hoping that they're giving the player so many views and so many things to do, they're never going to notice that they're playing in a fairly finite environment. To this end, there're 15 different modes of play, an option for more human players than you're ever going to need and all the usual malarky associated with golf games. In the normal mode you're given the best suited club and the power's set for you, but as you get cockier you can alter pretty much everything and really foul up your shots. For the true believer in golf as the ultimate game, there're even options to add top spin or side spin to the ball, which is apparently a good and clever thing.

The game will come on two CDs, but US Gold assure us that it'll be a reasonable price, whatever that is. With simultaneous releases on five CD formats and advertising in golf magazines as well as computer ones, they're obviously assuming this is going to be the hottest selling thing since diamond patterned tank tops and sliced bread got together. And from what I've seen of it, they could well be right.

● *CAM WINSTANLEY*

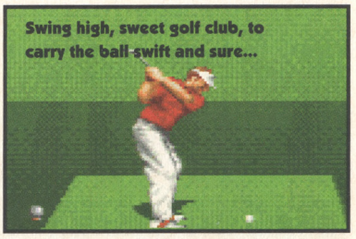
PGA EUROPEAN TOUR

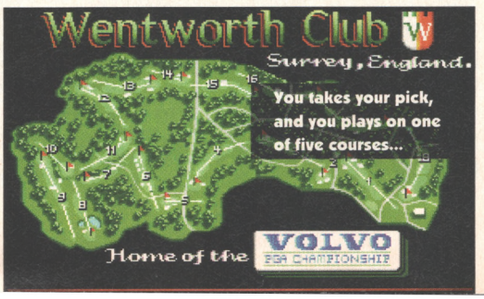
AMIGA POWER PREVIEW

Game: PGA European Tour
Runs on: A500, A600 and separate AGA A1200 version
Publisher: Ocean
Authors: The Dome
ETA: October

In a deliberate ploy to slightly annoy the software companies involved (something we've been hugely good at recently) by providing direct comparisons between two rival games, we're presenting these games back to back in a page long golfathon. But first to answer that burning question – Why on earth do we need another *PGA Golf* game?

Well, the original was released back in '91, and this time round there's going to be an AGA version (that'll be two quid extra – grrrr) and new options such as a one to four player sudden-death shoot-out, match play and an eight player elimination tournament, whatever one of those is meant to be.


Swing high, sweet golf club, to carry the ball swift and sure...



Like the US Gold game, you'll have to contend with different weather conditions and like *World Cup Golf* you can compete in real events, but here the two games go off on their own merry little ways. For *World Cup's* one course, *PGA* can offer you five real courses, from England's Wentworth course to the Crans Sur Sierre in Switzerland; and whereas US Gold failed to get the licences for real players, top pros like Ian Woosnam and Nick Faldo talk you through each hole in *PGA*.

It's not yet clear if Ocean plan a CD32 version to directly rival *World Cup Golf*, so direct comparisons between the two are a bit pointless at the moment.

At the golf boutique – try those balls out for clubability.

However, that's never stopped us yet, so whereas *World Cup Golf* offers stupendous graphics of a single course, *PGA*'s got five courses, loads of familiar faces and loads of options. Which one's going to be better? Well personally, I think they're both going to be fab.

● *CAM WINSTANLEY*

IN THE NAME OF HUMANITY – DON'T GO

We're not joking. Remain in your homes and read a book, or something.

"Go on – somebody must have a question. Anyone..? All right, Marcus again."

Once upon a time, there was the Future Entertainment Show. And then it bred, propagating its species with the Second Future Entertainment Show. And now that one has, in turn, whelped a fearsome behemoth of game-related antics with FES 3. But we urge you not to go.

Why? The reasons are manifold.

Because the suffocating crush of humanity spilling over the pitifully inadequate crowd control barriers in its unchecked haste to examine the latest games before they become public knowledge, while ruthlessly exploiting the absurdly reduced pricing of all kinds of Amiga gubbins would probably cause your hindbrain to implode, DROPPING YOU TO THE FLOOR TWITCHING LIKE AN ELECTROCUTED STEER TO BE TRAMPLED TO A SMEAR BY THE UNSTOPPABLE SLAVERING HORDES.

"The suffocating crush of humanity"

Because the concentrated pool of Amiga gaming knowledge, represented by the mighty likes of Sensible (the programmers of *Cannon Fodder 2*), Bloodhouse (the programmers of *Super Stardust*), Bullfrog (the programmers of *Theme Park*) and Rowan (the programmers of *Overlord* and *Dawn Patrol*) would absorb all your best questions and fire back snappy answers with arrogant ease, EXPOSING THE HUMILIATING INADEQUACY OF YOUR OWN GAMING EXPERIENCE IN FRONT OF YOUR FRIENDS WHO WOULD THEN KILL YOU.

Because joining the innumerable shouting, pogoing spectators to the final of the National Games Championship, which, should you wish to invite unbounded derision by gambling your gameplaying skills against the rest of the country, you can enter by applying to your local Future Zone shop, would ROB YOU OF YOUR INDIVIDUALITY AND REDUCE YOU TO A UNIT OF A CROWD MASTERFULLY ORCHESTRATED BY FIGURES OF AUTHORITY.

Because, in the unlikely event of your world view falling beyond the limits of the Amiga, the unveiling of new console games, new consoles and all that CD-ROM multimedia malarkey would VIOLENTLY DENY YOU THE SATISFYINGLY FULL USE OF YOUR LYMPHATIC GLANDS.

Because the shocking ease with which you can obtain tickets to this risky venture, either by stumping up an impossibly inflated £7 on the door, or by

Sadly the much-loved amateur talent spot has been discontinued this year.

Look, I'm not trying to be funny. Where are the TOILETS?

Be mauled to death by unpleasant infants.

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD-Rom ● Amiga ● Mac ● PC ● CD-i ● Consoles

falling victim to the obvious lure of unmemorable discount by ordering tickets at £6 a time using the coupons on page 10 or the credit card hotline of 0369 4235, with an additional paltry reduction to £5 a head if booking parties of ten or more, TEMPTS THE UNRESOLVED WITH CONTEMPTIBLY SUPERFICIAL FINANCIAL INCENTIVES.

Because we, the heroically immortal AMIGA POWER, command it.

And remember – the hellspawned fury that is the Third Future Entertainment Show unleashes its lethal force at Earls Court 2 from Wednesday 26th to Sunday 30th October, 9:30am to 5:30 pm (9:30 to 5:00 on Sunday). Hide in your attractive front rooms, pretending to be out.

Future PUBLISHING Editorial opportunities

Would you like to work at Future Publishing, on one of Britain's top computer magazines? We're looking for talented – but not necessarily experienced – production and writing staff, and maybe you're just the sort of person we need.

To become a Production Editor at Future you'll need to be literate, accurate, organised and ambitious. To become a writer you need to have extensive games knowledge of at least one (though preferably more) computer format.

If you reckon that sounds like you, then write 500 words on the subject, "What magazines are for," and send it, with a CV and anything else you think might help your cause, to Ann Dillow at the address below, marked "Editorial Opportunities (AP 10)." And the best of British to you!

Beauford Court • 30 Monmouth Street
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AMIGA POWER RECOMMENDS

Got money? Then these are the best games from the last month or two.

PUTTY SQUAD

System 3 (AP41 91%)

We loved the original *Putty*, but this sequel, two years on, is at least five times as good. Uncle Ted's back, although this time he's swapped his Hammond organ for an MC's mixing desk, and Putty himself is quite a bit more versatile, with a reluctant sidekick (quite literally) called Dweezil the cat to help him out. There are over sixty big levels, all of them awash with original ideas. The graphics are absolutely stunning, with more colours than you'd normally give the rainbow credit for, and there are lots of great tunes and sound effects too. Need further convincing? Just try the coverdisk demo we gave away last month.

BUBBLE AND SQUEAK

Audiogenic (AP40 77%)

It's not completely brilliant, especially in the light of *Putty Squad*. But *Bubble and Squeak* novelly gives you two characters to control – Bubble, the main one, and Squeak, who can give Bubble an extra boost to get onto tricky-to-reach platforms. It's a bit like *The Lost Vikings* in a way, only better, because two characters work better together than four, and they haven't each been obviously crippled (like not being able to jump, for example) to make the game harder. It's frustrating at times, with one slip often sending you back to the start of a level, but overall the pros outweigh the cons.

EMPIRE SOCCER

Empire (AP40 90%)

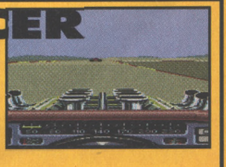
If John Woo designed a football game, only he wasn't allowed to put any guns in it, the results would look a lot like this. It's a completely different style of game to *Sensible Soccer*, and at first looks a bit shallow, with the players running around tripping each other over and not doing much else. But persevere and you'll gradually discover the spectacular special powers, the fast passing action, the noticable differences between teams, and the barrage of options. Verily, this game IS *Speedball 2* in shorts.

ON THE BALL

Daze (AP41 85%)

It's a football management simulation. And, disconcertingly, it's quite good. According to Steve, at least. It's got all the bare bones – the teams, the statistics, the transfers – just like any other football management game. But then it actually takes the trouble to turn them into an entertaining game, with great graphics and a storyline which brings the whole thing to life. If you suspect you may have even the slightest interest in the world of sheepskin coats and flat caps, embark now on a quest for (in Steve's words) "the joy that this game will bring you."

STUNT CAR RACER



Kixx (AP41 91%)

We'd normally only 'Recommend' brand new, never-been-seen-before games, but we thought we'd make an exception this month to make absolutely sure you didn't miss the budget re-release of *Stunt Car Racer*. At the stampede-provoking price of just £5, it's as much fun as a rollercoaster for less than it would cost you to have just one go on one. Or maybe two goes. In it, you drive a car around a series of entirely unfeasible courses, plummetting hundreds of feet to the ground should you make a mistake. But you won't mind, because you then get winched entertainingly back onto the road.

"Brilliant ... the apex of platform pleasure."

The One 91%

© Copyright Wunderkind 1994. Published by Renegade

AMIGA POWER PREVIEW

LORDS OF THE REALM

Runs on: A500, A600, A1200
Publisher: Impressions
Author: Simon Bradbury
ETA: October

"It's going to be a huge game. Really big. In fact, I'm worried I'm not quite managing to explain it properly over the phone," spluttered programmer Simon Bradbury breathlessly. "Maybe you'd be better off just trying out the PC version." Or maybe not. That would have meant typing in strange backslashes and things at the C: prompt, and probably having to edit the AUTOEXEC.BAT file to install QMEMM and disable the CD-ROM drive. And then it would most likely have crashed because the soundcard was incompatible. No thanks.

And besides, Simon was explaining *Lords of the Realm* just fine, his 'five main areas' analogy proving particularly illuminating.

"First of all," he said, "you choose a county and juggle about with taxes, food production and things to try to build up the population. Secondly, once your population's big enough, you should be able to start drafting people into the army without them complaining too much. At this point you can start eyeing up neighbouring counties. Some are more useful than others – ones with major roads in are handy for transport purposes, for example – so it should be quite strategic."

I nodded in agreement, conveniently forcing a new paragraph.

"Now – thirdly, in fact – you can start building castles. This works much as it did in *Caesar*" – which Simon also wrote, along with the great Christopher Columbus game *Discovery* – "with you having to decide where to put walls, turrets and moats. And it's actually quite educational in a way, because only properly-designed castles will successfully be able to resist enemy invaders."

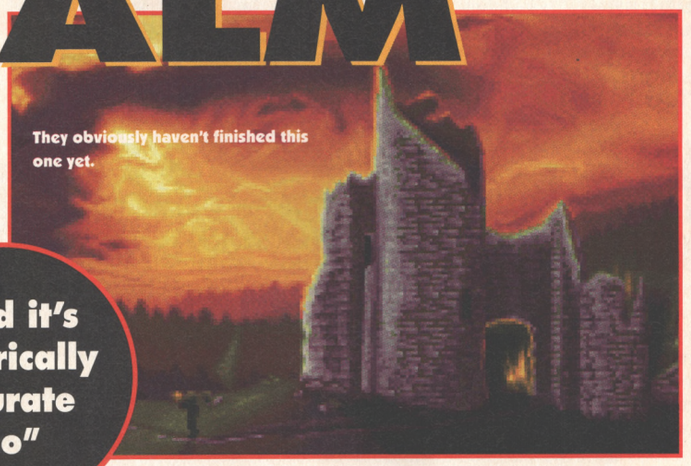
Hmm.

"Fourthly, sieges. This bit's quite novel, with an overhead view of the castle you're attacking. You can either just wait till they starve to death, or build a variety of siege weapons like catapults to hurry things along. And finally there are the battles, which will work a bit like mini-wargames, only massively simplified so they only last five minutes or so."

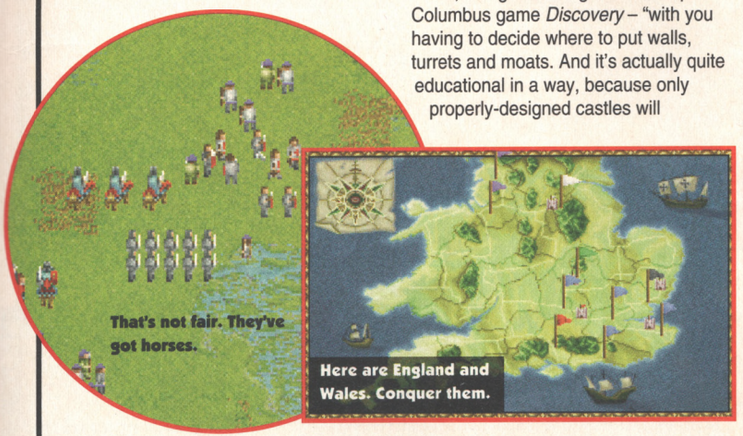
Forestalling any suggestion that *Lords of the Realm* might end up being a bit disjointed, Simon claimed actually to be quite pleased with the way all the components integrated with each other into a cohesive whole. "And it's historically accurate, too," he added, "with a good feel for 13th Century England."

The pictures here are actually of the PC version, but if Simon does a 1200 version – as he's hoping to – that should look pretty similar, with the 500 version obviously having a few less colours. And it does look quite nice, doesn't it? Team 17's *King of Thieves,* due out shortly afterwards, had better watch out.

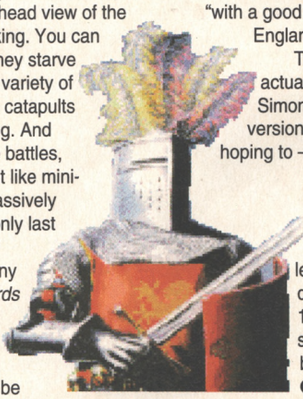
● *JONATHAN DAVIES*


They obviously haven't finished this one yet.

"And it's historically accurate too"


That's not fair. They've got horses.

Here are England and Wales. Conquer them.



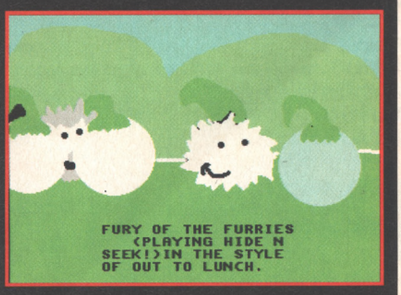
YOU TOO COULD LOOK LIKE THIS

Er... summer may have drawn to a close, but that's no reason to abandon the benefits of tinted eyewear. Indeed, Gepro's Computer Optics are designed for wearing *indoors*, even when it's not sunny. Featuring a chic 23% blue tint, and lightweight construction for maximum comfort, they have the added advantage of providing protection against all ultra-violet electromagnetic radiation from 20KHz to 200MKHz – just the sort of evil rays emitted by your Amiga's monitor. Gepro claim they're worth more than £100, but they're prepared to offer them to the general public for just £32.99 (plus £1.99 p&p), which includes a free 'superb pouch' and a safety lanyard – very little more than you'd pay, for example, for a pair of cheap plastic sunglasses at Weston-super-Mare.

New heights of chic can now be achieved. Apparently.

IN THE STYLE OF...

This month saw a neck-wrenching slump in the standard of In The Style Of... submissions, with most entries either involving a tasteless Jos Verstappen joke (and hence being unsuitable for inclusion in the apotheosis of good taste that is AMIGA POWER) or simply being obscene. So, much as Blue Peter regularly awards the top prize in their Design A New First Class Stamp For The Royal Mail competition to Wayne aged 3 from Walsall, forcing us to stick squares of paper covered in what looks like vomit onto our letters for months to come, we've decided to make 6-year-old Ruth Briggs from Dunfermline our winner this month. Her *Fury of the Furries* (playing hide and seek) In The Style Of *Out To Lunch* therefore gets a resounding 5/10. But sadly, either a) Ruth has employed subtleties of ironic juxtaposition beyond the comprehension of even the mighty AMIGA POWER, or b) her picture's crap. Her score is thus reduced to 2½/10, and she walks away with £50-worth of games. Send DPaint-readable disks with your name and address written on them to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.



POWERDRIVE

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: US Gold
Authors: Rage (Amiga conversion by Denton Designs)
ETA: November

Having just finished compiling the AMIGA POWER book of Every Amiga Game Ever (which you'll be able to read all about next month), my brain now thinks of every game I come across in terms of a two- or three-sentence description. *Powerdrive*'s would be something like: "*Supercars*-style driving game with the emphasis on realistic handling. Is/isn't very good" (with the last bit obviously depending on what the finished game's like – something we'll have to wait for a month or two to find out).

There's obviously lots more to say about it, but that's basically US Gold's new rally game, *Powerdrive,* in a nutshell. The screen scrolls about, using a slightly unusual 3D isometric view, and your car sits in the middle.

And the handling's very realistic.

You can, for example, do handbrake turns. You can do powerslides, where you make the car's back wheels slide out by suddenly pressing the accelerator. You can drive along backwards really fast, and then suddenly hit the brakes and spin the wheel, so your car flips round and goes in the opposite direction.

All this takes quite a bit of skill, though – as does, in fact, getting the car to go round even the gentlest corner without crashing into a tree. The controls are horribly sensitive, and to make things worse, developers Rage have accurately recreated the feeling of driving along on the sort of dusty, gravelly, skiddy surfaces rallies take place on. (To make sure they'd got it right, the programmers went to a real-life rally school to find out how rally cars perform. Then they made me do the same thing, to prove how close they'd got it. I'd have been quite prepared to believe them.)

So, how about some cold, hard facts? There'll be eight rounds to play through, each comprising between four and eight stages. There'll be icey stages, gravelly stages, forest stages, desert stages, watery stages and rainy stages. And there'll also be skill trials, where you've got to drive round cones and reverse into tricky spaces.

There are six different cars – Mini Cooper, Fiat Cinquecento, Vauxhall Astra GTE, Renault Clio, Escort RS Cosworth, Toyota Celica (but no Montego, curiously) – although you need to win loads of money to buy the better ones. And the sprites have all been rendered on special computers, so they look amazingly realistic.

● *JONATHAN DAVIES*

AS REAL AS THE REAL THING

To prove just how realistic *Powerdrive* is, US Gold took me to a rally school in Wales, and sat me in a sticker-strewn Ford Escort in the middle of a forest. "That pedal makes it go forwards," explained the nice man in overalls, "and that thing makes it go round corners. You'll pick it up in no time."

	RALLYING	POWERDRIVE
Makes your cheeks go all flappy every time you accelerate?	Yes	No
Rocks left carelessly in middle of 'road'?	Yes	Yes
Position of steering wheel seems to bear no relation to direction car goes in?	Yes	Yes
No back seats, making it impractical for larger families?	Yes	N/A
Leaves enormous clouds of dust all over the place?	Yes	Yes
Suddenly decides to spin around three times and crash into a tree when all you did was press the brake?	Yes	Yes
Comes out black every time you blow your nose for two days afterwards?	Yes	No

MUTANT LEAGUE HOCKEY

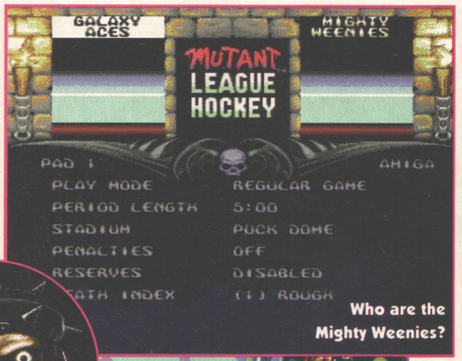
Game: Mutant League Hockey
Runs on: A500/A600, A1200 AGA
Publisher: Ocean
Author: In-house
ETA: October

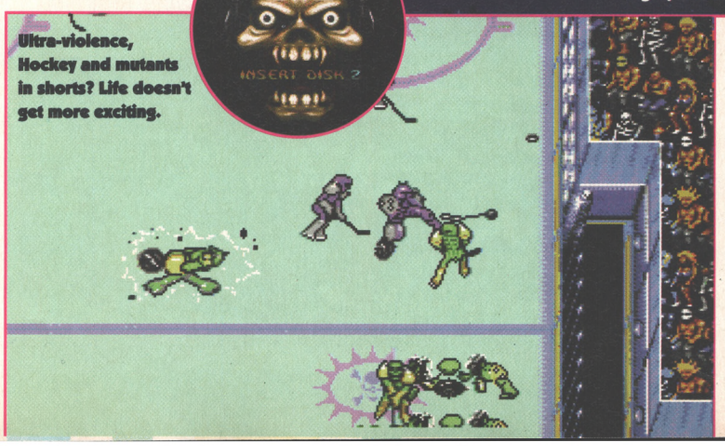
Poor old mutants, eh? Always getting a bad press. It's like no-one has got anything nice to say about them. Take this game for example, it's called *Mutant League Hockey* and whilst the integration of mutants into the modern sporting arena is welcome, I'm sure you'll agree with me that this is nothing but a thinly-veiled excuse for the human race to satisfy its insatiable appetite for blood and gore.

Yeah, okay so it's a proper game of hockey, but where did all these traps and holes in the ice come from? Who left all those weapons lying around? I mean, if you saw a chainsaw lying on the floor, would you pick it up and use it to chop some poor mutant in half? And yes, I know there's a playoff system to find the best team overall, and there's a simultaneous two-player option if you get bored of beating the computer, but I still think the whole thing is disgusting and repulsive.

And what else can the special 'puck-cam' action replay feature be used for other than to re-live that special moment when you scored a goal by rebounding the puck of some poor mutants face? I'm sorry but I think it's about time someone stood up and said something. This has just gone too far...

● *PAUL MELLERICK*





AMIGA POWER

GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(NE)	**ON THE BALL: WORLD CUP EDITION** Ascon/Daze £30 ★★★★★
2	(3)	**TACTICAL MANAGER** Black Legend £26 ★★
3	(5)	**PREMIER MANAGER 2** Gremlin £25 ★★★★
4	(1)	**INTERNATIONAL SENSIBLE SOCCER 92/93** Renegade/Mindscape £20 ★★★★★
5	(8)	**CANNON FODDER** Virgin £30 ★★★★★
6	(17)	**JURASSIC PARK** Ocean £26 ★★★
7	(6)	**THE SETTLERS** Blue Byte £35 ★★★★★
8	(2)	**KICK OFF 3** Anco £30 ★★
9	(12)	**WORLD CUP YEAR '94** Empire £30 ★★★★
10	(2)	**ARCADE POOL** Team 17 £10 ★★★★★
11	(NE)	**BRUTAL FOOTBALL '94** Millennium £26 ★★★★
12	(15)	**K240** Gremlin £30 ★★★★★
13	(22)	**BATTLE OF BRITAIN** Kixx £15 ★★★
14	(26)	**STREET FIGHTER 2** Kixx £15 ★★★
15	(RE)	**FURY OF THE FURRIES** Mindscape £26 ★★★★
16	(NE)	**STARLORD** Microprose £35
17	(14)	**BENEATH A STEEL SKY** Virgin £35 ★★★★★
18	(RE)	**MONKEY ISLAND 2** US Gold £38 ★★★★★
19	(NE)	**BATMAN RETURNS** Gametek £15 ★
20	(RE)	**STUNT CAR RACER** Kixx £5 ★★★★★
21	(NE)	**EUROPEAN CHAMPIONS** Ocean £26
22	(RE)	**ZOOL 2** Gremlin £26 ★★★★
23	(4)	**WORLD CUP USA '94** US Gold £26 ★
24	(RE)	**THE LOTUS TRILOGY** Gremlin £30 ★★★★★
25	(RE)	**SKIDMARKS** Mindscape £25 ★★★★
26	(NE)	**WILD CUP SOCCER** Millennium £26 ★
27	(NE)	**DETROIT** Impressions £35 ★★
28	(RE)	**ALIEN BREED 2** Team 17 £30 ★★★★
29	(RE)	**A-TRAIN** Hit Squad £18 ★★★★
30	(RE)	**MORTAL KOMBAT** Virgin £30 ★★★★★

We figure you must have some idea how the charts work by now. They're © ELSPA, they mix budgets and full-pricers together, we rate games in stars, and you lot go out and buy football management games.

The creators of **Another World** and **Flashback** have been silent for two years

Find out their secret in **Edge**

Magazine of the year

INØN

Industry awards

Issue **Fourteen** onsale at selected newsagents now

EDGE

AMIGA POWER PREVIEW

Hardly surprisingly this features a few of our winged fiery friends.

Game: Dragonstone
Runs on: A500, A600, A1200
Publisher: Core
Authors: Bob Churchill, Barry Irvine, Mark Jones, Simon Phipps
ETA: Late October(?)

Talking to programmers is always the best way to get all the juicy gossip on unfinished games. Chatting away to Core's Barry Irvine for instance, I found that *Dragonstone* was originally planned as being a sequal to *Darkmere* (AP37, 69%) but then turned into a bit of a moody adolescent of a game and decided to wander off and follow its own path. "Quite a few of the graphics people did work on both games which explains the similar styles," said Barry, "but the background and characters are all different now." Barry described the game as an RPG, which is a term that always leaves me a bit flummoxed. I mean, what's the difference between adventure games and role playing games? Software PR people get really annoyed when you use the wrong term, but from what I can gather, an adventure game has you controlling a character through various trials and tribulations whereas an RPG has you controlling one (or occasionally several) characters through various trials and, erm, tribulations. Anyway, I guess it's important to someone. Somewhere.

Dragonstone's an adventure/RPG that starts out in a forest and ends up, unsurprisingly, near some dragons. Along the way your barbarian type adventurer takes in the scenery of islands, a seaport, some mountains, a neato castle, caves and even a quaint little village. As you can see from the screen grabs, only the first level's been implemented, which involves a lot of running around and killing things.

"The game starts off with loads of fighting to get you used to the controls, and then you quickly go on to the village. Despite looking good, the game's got quite a lot of text in it, more than the *Zelda* games on the SNES if you're familiar with those," commented Barry. "The text allows you to communicate and get a lot of information from the people you meet on your travels, which helps to make the puzzles a bit trickier than the 'find this and take it to someone' variety."

Like I said, we've only seen the first level so far, which looks fine in a sword wielding, hard guy sort of way. Anyway, now we've brought it to your attention, we'll reserve judgement for the review and leave you to decide whether you think this is going to be your sort of thing. You've probably got a month or so to think about it.

● *CAM WINSTANLEY*

"Always leaves me a bit flummoxed"

Genuflect hurriedly before the horrifying countenance of...

KANGAROO COURT

NO. 5 WHAT'S UP, DOC?

THE CRIME: Using 'up' to jump in platform games, or to thrust in space games, or to accelerate in driving games.

THE CASE FOR THE PROSECUTION: Games have, quite rightly, developed over the years. Putting aside your brand-new Amiga game and returning nostalgically to, for example, an early round of 8-bit games, you would no doubt be surprised and somewhat shaken at the embarrassing simplicity with which you could rack up previously unimaginable high scores. In much the same way that, say, the language of film has grown over time, requiring ever more sophisticated effects and tricks to allow audiences to suspend its disbelief, games have expanded to match the maturing skills of players. There is little doubt that today's blazingly fast-reaction shoot-'em-ups, depth perception-defying driving games and pixel-splitting platform games would destroy a player of yesteryear. And yet, not even AMIGA POWER's long-term campaign of score deduction without appeal can, it seems, dissuade programmers from appalling proud owners of exciting new games by demanding they wring effects from their joysticks never envisaged by the designers by using BLOODY 'up' to jump and accelerate.

Twisting a joystick through its diagonals in order to jump over a monster, or to nip past the lead car on the curve, or to jink in front of your opponent's ship to drop a bomb wastes imperatively valuable seconds. When you're deep in a game, wallowing in its atmosphere, sinking willingly into the part of the character, being the final star pilot, the supremely cute woodland creature, the suicidally fearless F1 driver, the last thing you need is to be reminded of the chunk of feeble plastic in your hand by being forced to wrestle it impossibly quickly from the horizontal to the vertical. It just can't be done.

"But what are we to do?" cry programmers. "Not many people have two-button joysticks. We are forced by circumstance to use 'up' to jump. There just are no other buttons."

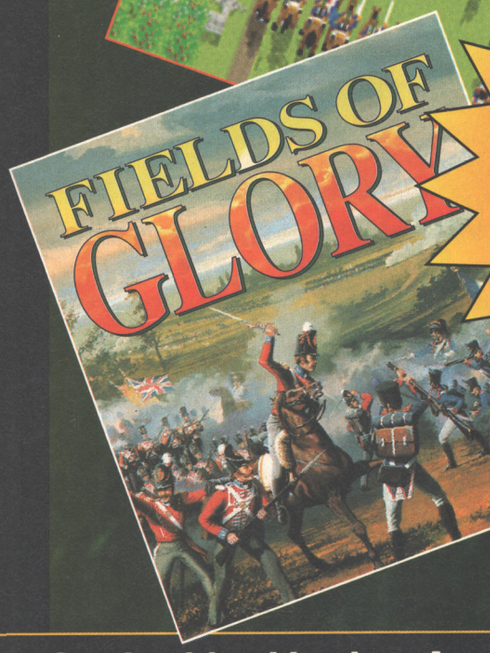
Mmm. Mmm. Let us draw your attention to the 96 buttons of the keyboard by repeatedly smashing your heads against it until your slippery brains obliterate the letters. What's wrong with a keyboard option? How hard is it to tell whether a player is pressing some keys? Do you have special development Amigas that utterly lack keyboards? (Possibly explaining the associated crime of using the joystick to enter passwords or high scores). What, come to that, is the matter with at least giving us the option of choosing 'fire' to jump or accelerate, assigning 'up' to whatever the fire button did – instead of forcing us to go out and spend an extra £20 on the Gravis joypad which mimics 'up' and 'down' with buttons before we can play your shabbily unaccommodating games? You useless, cretinous morons. Nnnnngh.

THE PENALTY:
First offence: 10-25% off
Second offence: 20-40% off
Third offence: Public execution by pecking to death by 175lb bio-engineered combat chickens. (CD32 games that use 'up' to jump or accelerate instantly earn their programmers and their entire families this grotesquely violent death).

AP DRAGONSTONE

FIELDS OF GLORY

TOUGH DECISIONS AS THE BATTLE RAGES



AVAILABLE FOR A1200, A500, CD-32 and IBM PC

FEATURING CQCS Close-Quarters Combat System

Has your desire for battlefield leadership been fulfilled? Or, does the prospect of another wargame leave you cold?

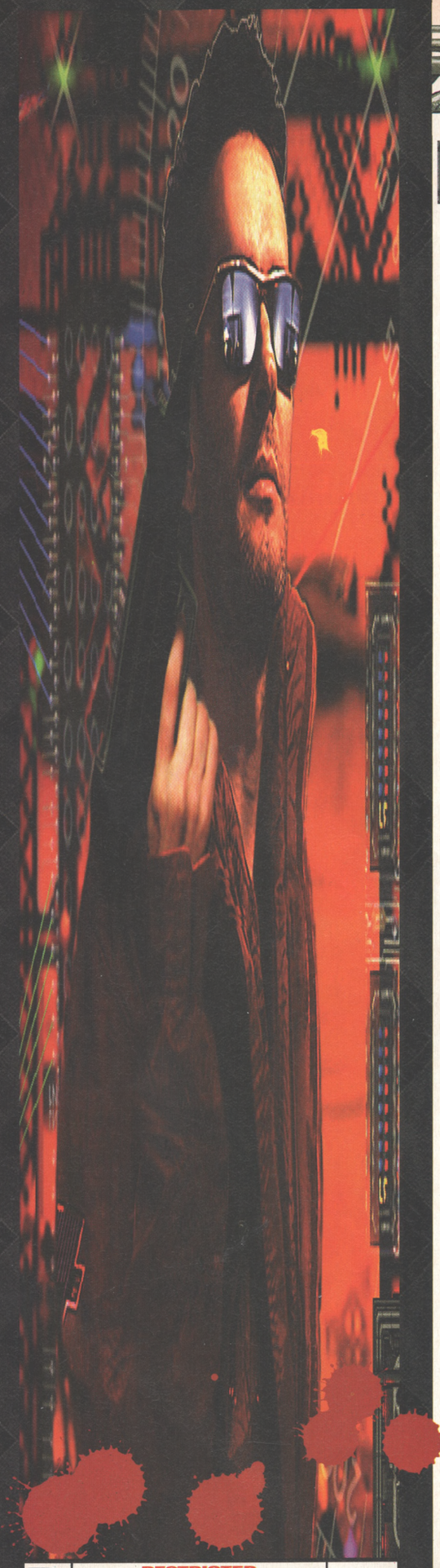
Now, MicroProse present *Fields of Glory* for the Amiga: a game designed to break the mould of dull simulations.

The emphasis is on action and the heat is on you to make those crucial command decisions. The rich, vibrant sights and sounds of our Close-Quarter Combat System replace the tired interface of traditional wargames. You'll find that skilful 'against-the-clock' decision making is more important than historical knowledge.

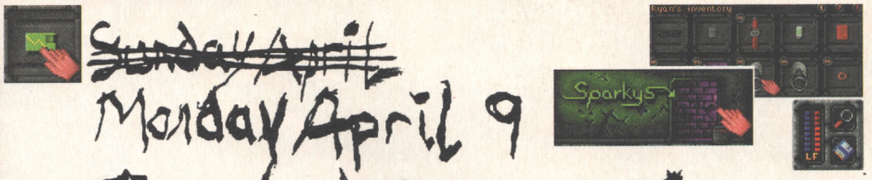
***Fields of Glory*: the fury of real battlefield action. For A1200, A500, CD-32 and IBM PC Compatibles.**

S I M U L A T I O N

MICROPROSE



Dream Web



~~Sunday April~~
Monday April 9
The clock keeps going round.
It wont ~~fuck~~ tell me the time.
Santa Claus gave a gun to me.
Let loose the puppies of War.
I died last night.

"....AWESOME...!
"....BREATH TAKING...!"
"....HEART STOPPING...!"

A game to die for!

IBM PC AND COMPATIBLES
IBM PC CD-ROM
COMMODORE AMIGA - ALL MODELS
COMMODORE AMIGA A1200 ENHANCED

R RESTRICTED
UNDER 17 REQUIRES PARENT OR ADULT SUPERVISION.
18
WARNING : THIS GAME CONTAINS SCENES OF SEX AND GRAPHIC VIOLENCE NOT SUITABLE FOR YOUNG CHILDREN.

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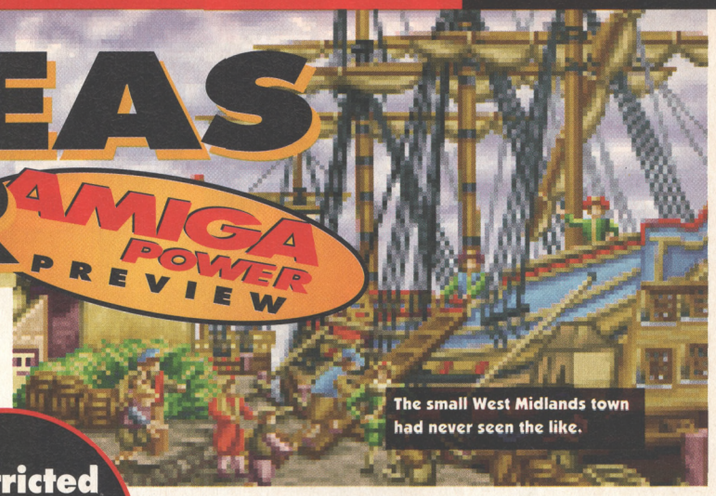
HIGH SEAS TRADER

AMIGA POWER PREVIEW


The small West Midlands town had never seen the like.

It's a bit like Auto Trader, except you can buy and sell stretches of water.

Runs on: A500, A600, A1200
Publisher: Impressions
Authors: Impressions USA
ETA: Mid November

When the time comes to do next year's AMIGA POWER All-Time Top 100, I intend to ensure personally that Microprose's *Pirates* features pretty highly in it. Possibly even at number 15. It's a fabulously good game. Unless, that is, *High Seas Trader* turns out to be even better, which it conceivably might.

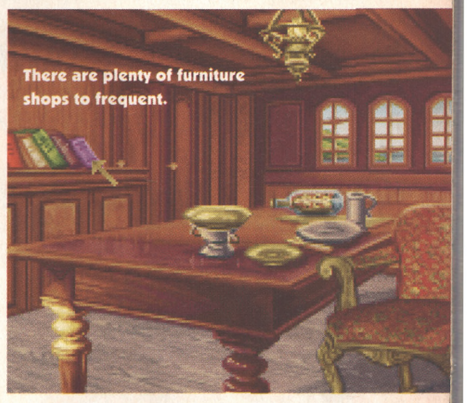
Yes. *High Seas Trader* may well represent the future of maritime navigational entertainment. It takes the basic *Pirates* theme and adds gorgeous-looking, first-person perspective graphics. It adds a telescope for more closely examining distant objects. It adds 120 ports of call across the entire globe, rather than restricting you solely to the Spanish Main. It adds the possibility of a 16-ship fleet. And it adds a good many other things as well.

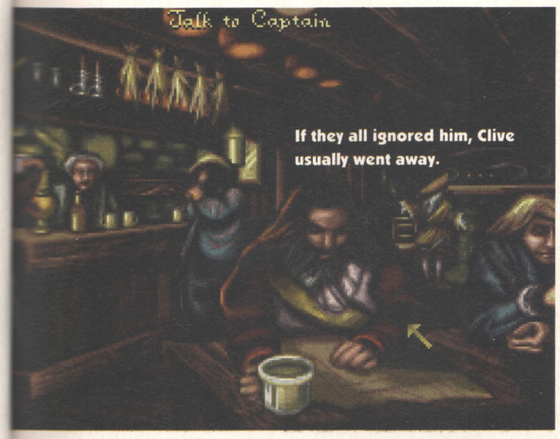
"Restricted to the Spanish Main"

But apart from that, the basic *Pirates* formula would appear to remain unchanged. Start off as a humble merchant, buy a modest ship, recruit a small crew and set sail. By buying and selling things, start to make a profit, and use the money to pay for more crew and ships. Then get a bit bored with that, and turn renegade. Ambush innocent traders. Fire your fearsome cannons at their ships. Draw up alongside and board them. Swordfight their crew to death and bring the captain to his knees. Then plunder their cargo and seize their ships for your own dark purposes. And get married. This is how games should be.

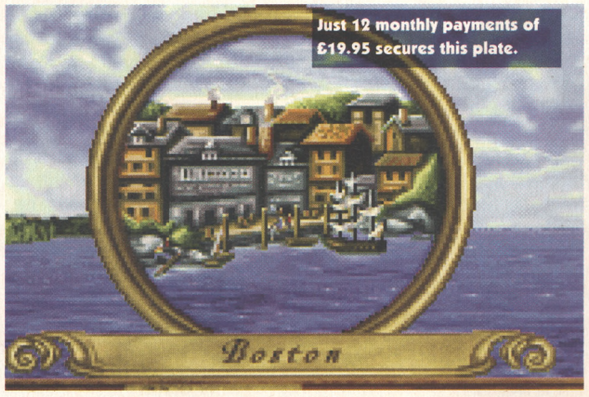
The potential of *High Seas Trader* is enormous, and I hope it hurries up and gets finished so I can review it. And the rest of them can wipe those smirks off their faces. Stop it, I say. Stop it. You're expendable, you know.

● *JONATHAN DAVIES*


There are plenty of furniture shops to frequent.



If they all ignored him, Clive usually went away.



Just 12 monthly payments of £19.95 secures this plate.

FIFA INTERNATIONAL SOCCER

Runs on: A500, A600, A1200
Publishers: Electronic Arts
Authors: In house
ETA: Next month

The Flamingoes were 2-0 down.

Amusingly, Nick from EA turned up two days before deadline with his preview copy of this great looking game, so we're not able to give it the time or the space it clearly deserves.

Still, have a look at the screenshots and marvel at what looks like it might just be the long-awaited, overdue even, rival to *Sensible Soccer*'s crown. I never thought the day would come. Look out for a detailed and exhaustive review in next month's AMIGA POWER.

● *STEVE FARAGHER*

The Siamese twins made a lethal combination.

FURTHER READING

AMIGA SHOPPER

"This month's Amiga Shopper gives you the real truth on expanding your A1200. Which RAM board will give you the space you need? Which accelerator will push your A1200 into fifth gear? We review and rate every option we can get our hands on in our extensive Supertest, and you can even win yourself a rather nice GVP accelerator. Plus, we give you the lowdown on programming in assembly language in the first instalment of our new tutorial. Not forgetting our new series on how to write your own chess program. Can you live without it? Amiga Shopper – it's pretty damn good."

AMIGA FORMAT

This month in Amiga Format, we're having a big party because the evil Steve Jarratt has gone on holiday (off to Transylvania to eat babies and drink pints of blood).

As a result the issue is filled with top stuff. Steve McGill is producing a top feature on how to make epic blockbuster movies using just an Amiga, a camcorder and a few naked women. Jason Holborn provides us with a roundup of the top genlocks and Nick Veitch is in a world of his own with Lightwave 3.5. And of course we have some top notch video titling software on our disk. So, if you want to get into movies, sprint gently down the street to your nearest news emporium and pick up a copy.

DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE PART 5 - AUGUST 1994

Hello everybody, my name's Jonathan and I'm here to give everybody – and I do mean everybody – a really good time talking all about *Sensible Golf*. This is the bit that I do for the game, apparently, so here goes. Well I am, of course, really important in all this golf malarkey, in fact I do the whole bloody thing on my own. But to cut to the chase and get on with it *(Surely some mistake. – Ed)*, some time about a year or so ago we decided that it would be a good idea to do more sports games, following the success of *Sensisoccer*. So we tried to pick some sports that were popular and that would be fun and relatively easy to do. In the end we plumped for Golf, shortly ahead of Motor Racing with Three Day Eventing a distant seventeenth.

Having chosen Golf as our next game subject, choosing the viewpoint was easy – "Let's do it the same as *Mega-lo-Mania* and *Sensible Soccer* and *Cannon Fodder*," we thought, "if it ain't broke don't fix it." As they say. But then we came up with a sticky problem – what about the console market and the fact that they're not really into small sprites and the fact that Gamesmaster won't put *Sensisoccer* on the telly cause they reckon the graphics are too small (it makes my blood boil, that does), and what about the other problem – that you haven't got a hope of being able to putt properly in the traditional Sensi viewpoint? Eh? Then one of us had a bright idea. "Let's make the graphics bigger for the putting, then we can fill the console mags with screenshots of the greens only and it might stand more chance of getting on the telly and the putting will be more playable."

"What original features can we include?" we then thought. "Wow, we can have four players on the course at once shouting 'You *("Planker" – Ed)*!' at anyone who plays a really good shot."

"We'll have atmospheric sound like *Cannon Fodder*, in fact we can base the whole game on *Cannon Fodder*. What a pushover, what easy money!" (If only).

Then we decided to bolt onto the game a Golf Season, 20 courses made up of rearranged holes and various player options and computer opponents plus skins, fourballs, Hitler-has-only-got-one-ball etc. It was my task to write up the entire game design including the control system (which has changed completely, as always) and other intricate details.

After designing one hole and working on the control panel with Stoo and Jools I handed over the reins to my partner Chris Yates who designed 35 more holes. We then argued about the control system and handed over to new boy Stuart Campbell (who's demonstrated to us a reinforcement of the concept of the money-minded Scotsman. You should hear the tales of hardship he comes out with to justify why we should give him an extra 50 pounds a week *(What do you mean, 'extra'? – Stuart)*). Stuart's been employed to whip Jools and Stoo with a great big thingy when they slacken off.

"The concept of the money-minded Scotsman"

Another bit of this game I'm involving myself with is the sound, having just written an appalling track called "D'ya Wanna Play Golf" and gone and recorded it at Richard Joseph's house as a proper song before we squirt it down onto the four channels available on the Amiga. It features more of my crap singing and some naff SFX gags that we thought were really funny at the time. We're also trying to get together a video for it like the *Cannon Fodder* one which you probably failed to see on the Chart Show last year.

Anyway, in 1463 the battle of Gluduggan *(Oh no. – Ed)* was fought in pouring rain not more than two miles from the birthplace of Sir Walter Raleigh who of course was not yet born. The Purpleheads led by Hugh Duncan the flying neep of Kilmarnock numbered about 500, all on horseback and all brandishing sawn off Kalashnikovs. They were dressed in pretty green frocks with pink ribbons on the front and each warrior had a little cotton name tag sewed on the inside of his collar by his Mum just in case. On the other side of the hill stood the *("Blasted" – Ed)* Filth dressed all in blue with Shiny Helmets and Plastic Shields and they were all armed with Tear Gas and sitting on Alsatians.

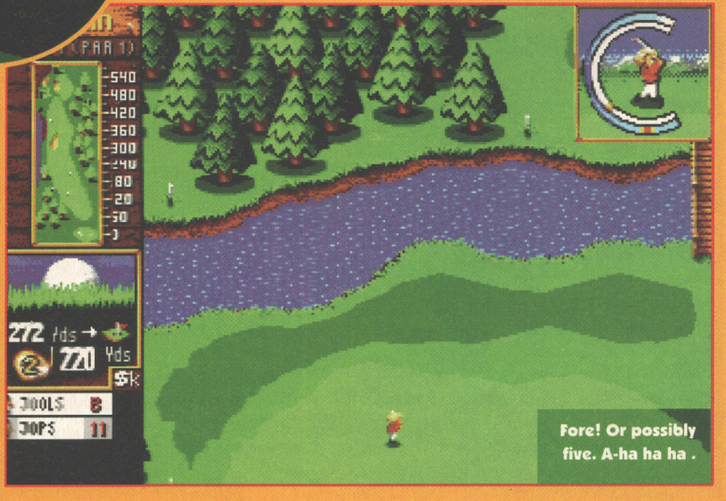
The battle raged for weeks and weeks and lots of the men got very wet and upset because their shoes got muddy and they didn't have any shoe polish in those days. The dogs got hungry because the dinner lady forgot to pack enough dog food. To cut a long story short the whole battle was a total disaster and after a month or so everyone got bored and went home. Only one person died in the battle and he was 86 years old and got a nasty cold one day and died of writer's cramp the next day, while writing a postcard to his wife. But the amazing thing about this true story is that every single one of those soldiers that fought in the Battle of Gluduggan was not like you and me, because they were all blind. Don't you think that's amazing? How brave some people are. They were all blind.

Anyway time is money as they say and I've got to dash. I'm due to meet Chris on the first tee in ten minutes. *(19th hole, more like. – Ed)*

Lots of Love, Jops

● JON HARE
ORCHESTRATING DIRECTOR
SENSIBLE SOFTWARE

Cam wanted to put some obscure movie reference in here but we wouldn't let him.



Fore! Or possibly five. A-ha ha ha .

MUTANT LEAGUE HOCKEY

SO YOU CAN "SKIN THE FREAKS"?...

...NOT!

MUTANT LEAGUE HOCKEY is a trademark of Electronic Arts.

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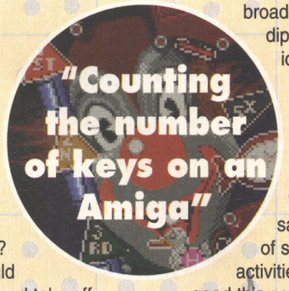
GAMES VERSUS REALITY

In which Cam asks the burning question: Are Amiga games better than real life? Or what?

You know, if there's one phrase that comes up time and time again in computer game magazines, it's "Get a life." You say it to us when we admit to counting the number of keys on an Amiga keyboard and we say it to you when you write in asking for signed photos of our art staff. But what does the phrase mean?

Does it mean you should shun your computer forever and take off around the world on a balsa wood raft, or does it means you should broaden your horizons a little, dipping your toes into the icy black waters of the untried and the untested? This month that's exactly what we've decided to do, leaving the office and 'getting a life' by sampling a varied range of so-called 'extra-Amiga' activities to see exactly how good this so-called 'real world' is.



Want to know more? Well, check out the irrefutable facts laid out before you in our poorly implemented and impressively pseudo-scientific experiment.

MIND BOGGLING TECHNOLOGY

We were initially stuck with the problem of monitoring the excitement factor of various activities when our original idea of testing adrenaline levels proved unworkable. Pushing a stainless steel probe into the test subject's lumbar vertebra to remove cerebrospinal fluid is a clinical procedure far beyond our humble St John's Ambulance training, whereas our second idea, a chart asking the subject to mark each event on a scale from one (boring) to five (incredibly interesting) was dropped on the grounds of being stupendously dull.

Eventually we hit on the idea of monitoring the pulse rate of the subject, figuring that excitement makes your heart beat faster. To even things out, we tried to make the real event as close to the game as possible, but wary of how much excitement our office-weakened hearts could take, we decided to start with something only mildly exhilarating...

DRIVING TO WORK vs F1

(Domark, AP34, 90%)

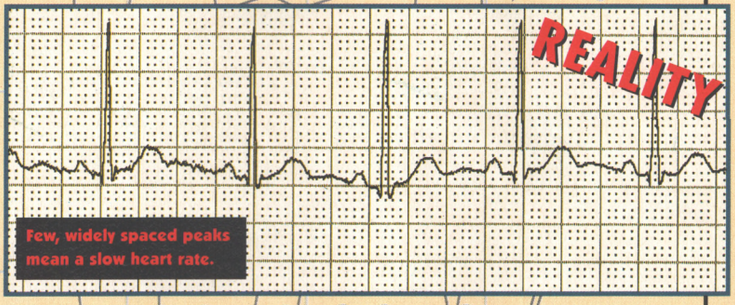
TEST SUBJECT: Jonathan Davies

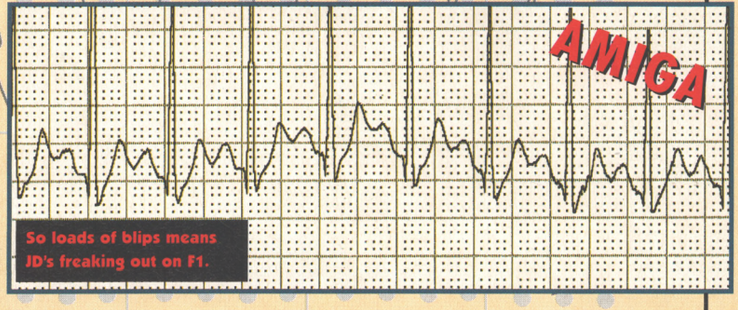
REAL LIFE: Nose to tail traffic all the way into the town centre, choking fumes belching out of lorries and only the moronic wit of Radio One DJs for company. JD rated it "about as exciting as watching Richard Whitely on Count Down, only less so," and the ECG recorded a puny average of 82 beats per minute (bpm).

AMIGA 'ENHANCED' REALITY: Jostling for position, screaming out of chicanes and overtaking on the inside, this certainly had JD wriggling in his seat, and sent his pulse flying up to 120 bpm on one particularly tight bend.

JD claimed it was "almost as good as that time I went rally driving," an anecdote we'd heard before. Many, many times before.

CONCLUSION: Racing on public roads carries severe penalties and anything up to ten points on your licence, so say "No" to joyriding and "Yo" to racing games. Or something.





SHOPPING vs ISHAR 3

(Daze, AP41, 50%)

TEST SUBJECT: Sarah Sherley-Price

REAL LIFE: We equipped AMIGA POWER art assistant Sarah with warm robes and a magical 'Card of Purchasing' and sent her out into the streets of Bath. After 20 minutes she'd communicated with several shopkeepers, fended off a dozen Big Issue vendors and triumphantly returned to the office laden with many treasures.

AMIGA 'ENHANCED' REALITY: We equipped AMIGA POWER art assistant Sarah with warm robes and sent her out into the streets of the Kendorian Empire. After 20 minutes she'd communicated with no one, fended off four ninja assassins and gloomily trudged around finding absolutely nothing.

CONCLUSION: Shopping is more interesting than *Ishar 3*, but only just. Both traces show a heart rate about the same as a pensioner strolling through the park.

PINBALL vs PINBALL FANTASIES

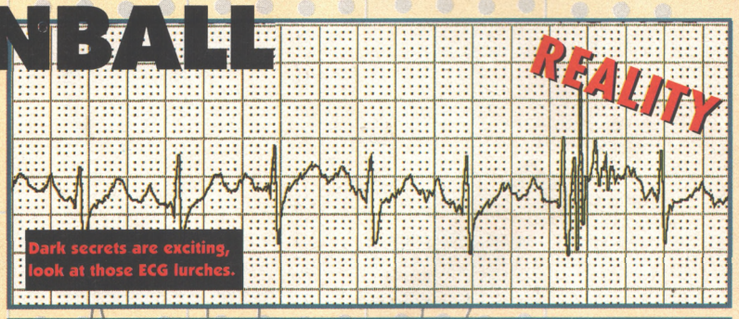
(21st Century Entertainment, AP19, 89%)

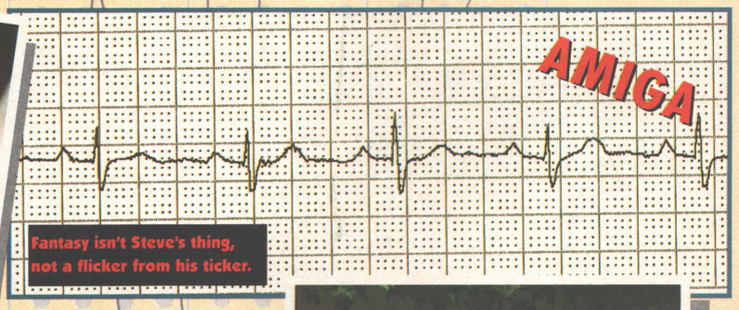
TEST SUBJECT: Steve Faragher

REAL LIFE: Ever since he was a young boy, Steve's played the silver ball. Rating it as "more exciting than whipped cream on a cappuccino" Steve is psychologically addicted to pinball. He likes it lots, and it not only set his ticker racing up to an impressive 137 bpm at one point, but also made it do an odd lurch when the multiball option kicked in.

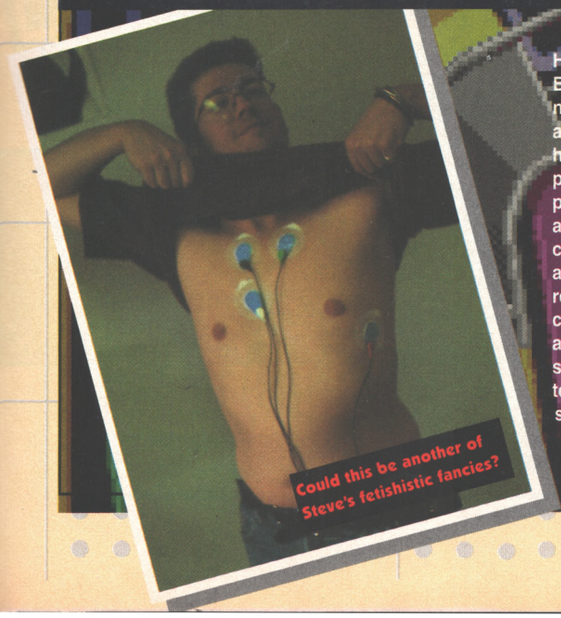
AMIGA 'ENHANCED' REALITY: "It's all right," commented Steve derisively, "but the best computers have to offer just can't match the cut and thrust of a real pinball table." Harsh words indeed, but ones backed up by a steady, slow heart beat of around 78 bpm.

CONCLUSION: Rather controversially, real life beats *Pinball Fantasies*. Blimey.



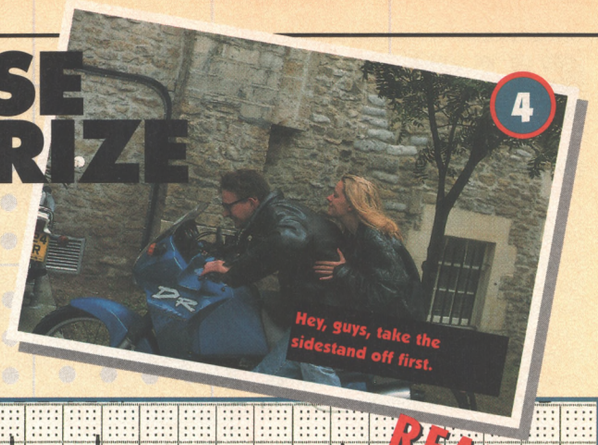


BE STILL MY BEATING HEART



Helen Owen is the chief cardiac technician at Bath's largest hospital, the RUH. Despite having nearly a hundred pace-maker patients on her books and fifty or so patients a day to see, she took a few hours of her valuable time to help us out with our puerile and quite frankly worthless experiment. The portable ECG (Electrocardiogram) recorders cost an astonishing £2000 each and are used to continually monitor and record heart beats for anything up to 25 hours at a time. The data received helps with anything from diagnosing heart complaints to monitoring a patient's recovery after an operation, and despite the flashy electronics, it's still up to the trained eyes of experienced technicians at the RUH to make sense of all the squiggles and come up with a diagnosis.

SUZUKI DR650RSE vs NO SECOND PRIZE



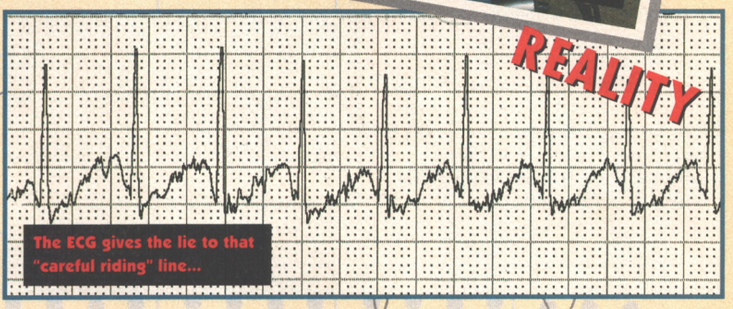
(Thalion, AP19, 84%)

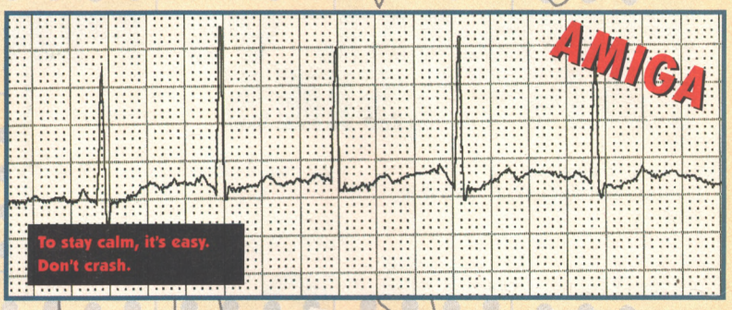
TEST SUBJECT: Diane Clarke

REAL LIFE: Our ad-sales girl Diane bravely volunteered to cling on as Cam (*"rode sensibly and cautiously, obeying the speed limit at all times." – Ed*) along various A-roads. Ten miles later, the trace came back looking like a cross section of the Lake District, proving (Cam insists) that motorbikes are "big, hard, AND clever." From a pre-ride level of 85 bpm, Diane's pulse rocketed up to a mighty 134 bpm during a slightly hairy, perhaps even ill-considered, overtaking manoeuvre.

AMIGA 'ENHANCED' REALITY: It's fast, it's smooth and it even sounds great, but Diane never really got to grips with the unusual mouse control of *No Second Prize*, and consequently crashed rather a lot. This didn't stop her chalking up an impressive 121 bpm before she crashed into a bridge and totalled the bike.

CONCLUSION: In terms of sheer excitement, the real bike. However, newspaper headlines rarely read 'Over 1000 people killed in Amiga racing game accidents last year,' so think once, think twice, think bike.





SUBBUTEO vs SENSIBLE SOCCER '92/'93

(Renegade, AP21, 94%)

TEST SUBJECT: Paul Mellerick

REAL LIFE: It's all a bit silly and we couldn't find an iron to get the rumples out of the pitch. After 90 minutes end to end, Paul declared that "I'd think it was great, if I was about ten years younger and had loads of friends." Hmm.

AMIGA 'ENHANCED' REALITY: It's *Sensi*.

CONCLUSION: It's *Sensi*. No contest. And if you're looking for a trace, there isn't one. Paul's heart messed up the monitor. Oops. Maybe he doesn't have one...

ROLLER COASTER vs STUNT CAR RACER

(Kixx, AP41, 91%)

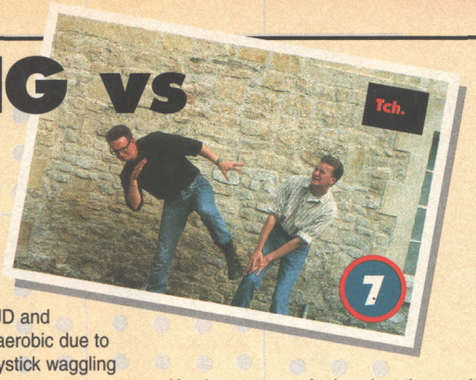
TEST SUBJECT: Cam Winstanley

REAL LIFE: When we proposed a trip up to Alton Towers to try out their new Nemesis rollercoaster, Steve the Publisher crumpled our expense request forms scornfully, and told us that we were paid to work, not have a good time. Deciding that the experiment must go on, we tried the next best thing, but two laps of the Sainsbury car park in a shopping trolley wasn't quite the same.

AMIGA 'ENHANCED' REALITY: Despite the rudimentary graphics, *Stunt Car Racer* manages to impart a tremendous feeling of motion, certainly enough to fool your body that you're doing something really fast and really dangerous. Honest.

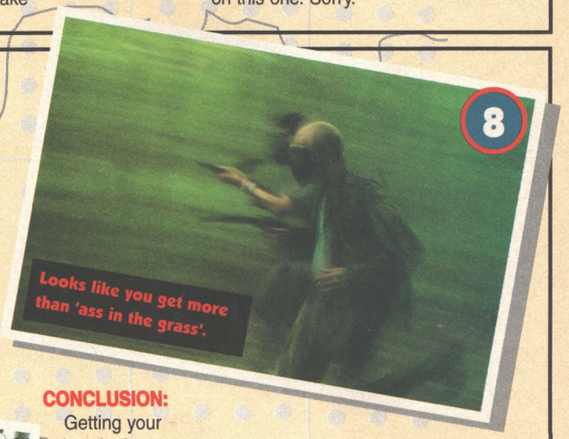
CONCLUSION: Inconclusive results on this one, but we reckon that *Stunt Car Racer* rules. Don't blame us for the washy result, blame our boss. We'd really wanted to go on that Alton Towers trip. Sob.

BARE KNUCKLE BOXING vs MORTAL KOMBAT

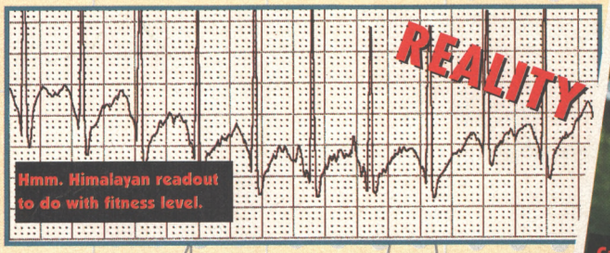


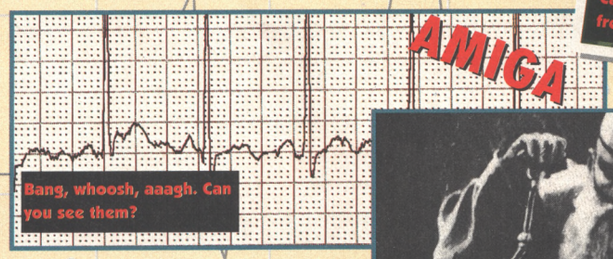
(Virgin, AP33, 86%)
TEST SUBJECT: JD and Cam
REAL LIFE: Actually, we never got round to this. Jonathan forgot his PE kit and Cam turned up in his glasses, mumbled something about losing his contact lenses and said that he couldn't fight without corrected vision. In the end, both parties signed a declaration stating that 'personal conflict and animosity are futile' and shook hands like the right proper gents they are.
AMIGA 'ENHANCED' REALITY: Compared to the blood and whimpering of real unarmed combat, computer fisticuffs is a much better idea, and *Mortal Kombat* still stands head and shoulders above the other Amiga beat-'em-ups. Putting the lads and lasses of the Kombat Krew through their paces proved to be not only exciting for JD and Cam, but also mildly anaerobic due to the furious amount of joystick waggling and shouting involved.
CONCLUSION: Make *Kombat*, not war. And we lost the results on this one. Sorry.

PAINTBALLING vs CANNON FODDER



(Virgin, AP32, 94%)
TEST SUBJECT: Cam Winstanley
REAL LIFE: The location's thick woodland, the weapon's a compressed gas powered pump action paintball gun and the idea's to run around shooting a lot. Cam found a day of this physical exercise punishing after two years of sitting at a desk, and it was decided that his massive 165 bpm trace was a product of lack of fitness rather than overwhelming excitement.
AMIGA 'ENHANCED' REALITY: Free of all that running around and being physically fit nonsense, *Cannon Fodder* leaves you free to concentrate on blowing things up, which managed to raise Cam's heart rate from 76 bpm to 112 bpm.

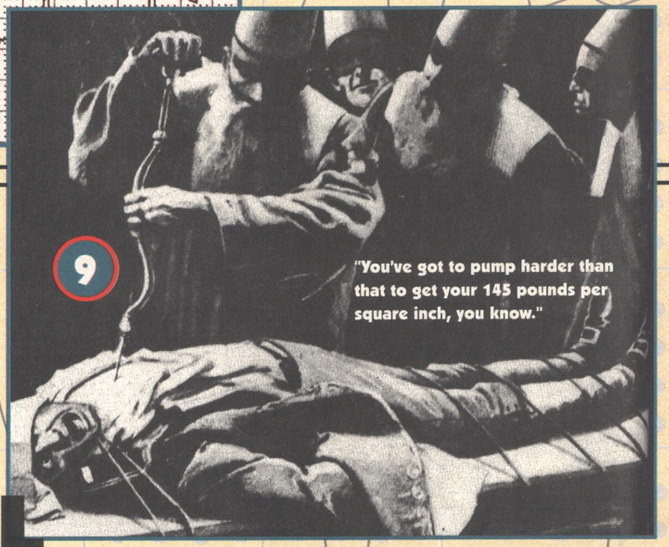




CONCLUSION: Getting your 'ass in the grass' with paintballing's fun, but it's also exhausting and painful if you get shot (*Just like real life. – Ed*) whereas *Cannon Fodder*'s got vehicles and explosives. We have to rate this one a draw.

SO THIS PROVES WHAT EXACTLY?

After poring over the graphs, reading through hefty medical journals and talking to top professionals, we devised this four point conclusion:
1. We're no good at organising serious experiments. Next time we should check our equipment and make sure there's a tape in the machine when we're monitoring Paul. *(Bah, you've blown it now. – Ed)*
2. Good computer games are a cheap way of getting a buzz. While they can't supply the same levels of exhilaration as something like a motorbike, they rarely fail to get you going.
3. Bad computer games quickly make you realise you're sitting in a room, looking at a TV screen. That is, they're excessively dull.
4. People new to computer games get more kicks out of them. When Diane played *No Second Prize* for the first time, it affected her heart rate far more than when jaded old journo Steve played *Pinball Fantasies* for the gillionth time. From this we can deduce that you should either buy new games more often, or even better introduce your parents to the joys of fatality moves in *Mortal Kombat* or the wholesome fun of sharpened sticks in *Cannon Fodder*. Anyway, next month we'll be wandering around town 'tooled up' in raincoats for our controversial *Syndicate* vs Real Life feature *(Or possibly not – Ed)*.



(Mindscape, AP21, 45%)
TEST SUBJECT: 'Doctor' Jonathan Nash
REAL LIFE: His identity cloaked by an operating cape and mask, our Jonathan bluffed his way into an operating theatre using a forged ID pass. With nothing more than a sketchy knowledge of anatomy and an overwhelming urge to, and here we quote, "cut deeper than anyone has ever cut before", 'Dr' Nash... *(That's enough examples of games vs reality. – Ed)*

CLINICAL SPLEENECTOMY vs LIFE AND DEATH

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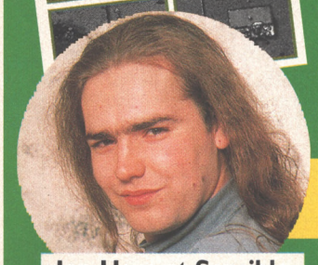
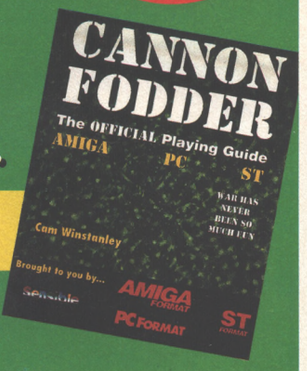


Jon Hare at Sensible Software says "Buy this book - it's bloody great."



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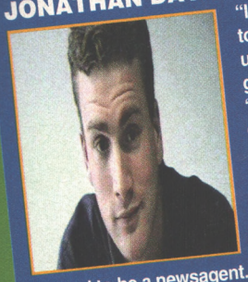
AP

GAMES

JUST WHO DO WE THINK WE COULD HAVE BEEN?

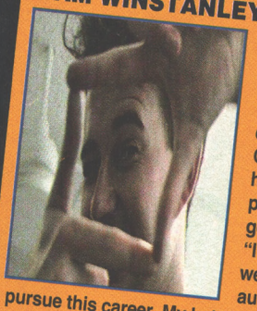
Despite being the mightiest beings ever to produce a magazine, it's a curious fact that we never intended to work here and just stumbled into near-godhood accidentally. So sit back and revel in our secret origins and our personal aspirations as we ponder...

JONATHAN DAVIES



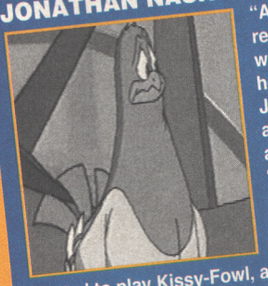
"I really didn't ever set out to be the editor of the universe's mightiest Amiga games mag," mourned JD, "although now that I play games all day, sit by my trusty Apple Mac and earn an honest regular wage, I've come to see it is a decent enough way to make a living. I always wanted to be a newsagent. Not a big one like WH Smith or Menzies, you understand, but a happy, small, corner shop sort of newsagent – the kind who sells sweets out of large jars by the quarter-pound and knows all the customers' first names. Unfortunately I failed the Newsagents' Guild entrance exam, and this was the nearest I could get to working with magazines." We worry about Jonathan sometimes.

CAM WINSTANLEY



"When I used to tell everyone that I wanted to be a writer, this wasn't quite what I envisaged," admitted Cam, casually cleaning his fingernails with the point of an M663 US government-issue bayonet. "I always thought I'd be a well-respected screenplay author, and, in fact, still pursue this career. My hatezine 'Drop Dead Eszterhas' keeps my name in the eye of Hollywood producers by constantly slamming Basic Instinct writer Joe Eszterhas' one-track list of credits. Betrayed, Jagged Edge, Basic Instinct and Music Box were ALL THE SAME STORY, and the sooner Hollywood realises he's a fraud, the sooner they'll employ me. Hopefully."

JONATHAN NASH

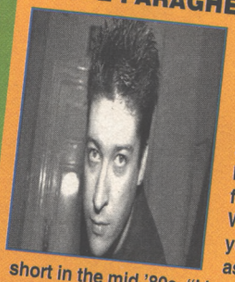


"As far back as I can remember, I always wanted to be a hero," said Jonathan. This was an understandable and fine ambition. "Heroes were always surrounded by flocks of cute sparrows who wanted to play Kissy-Fowl, and Bobby and Pesto loved that." This was less understandable, and a bit rum. "So when the war started the Goodfeathers joined up as messenger pigeons." Light dawned, and we explained we didn't want to know about the ambitions of some cartoon characters, but about his own. In real life. He became frightened and ran away.

SUE HUNTLEY

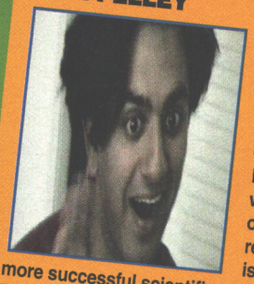
Sue's earliest ambition was to be a controversial and flamboyant hair designer, the sort of hairdresser who would fly across the world to sort out the split ends and bleach the roots of international supermodels. "Then I really got into running at school and was particularly successful at the 400 metres," she revealed, "so I reckoned competing for my country would give me all the same travel opportunities as hairdressing without the chapped hands and overpowering smell of perm solution. By the sixth form though, training and running seemed too much like hard work, and I concentrated on graphic design. And hey, here I am."

STEVE FARAGHER



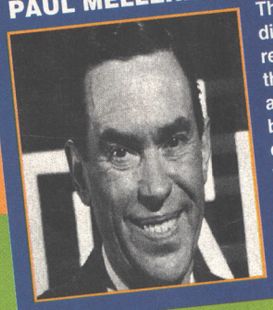
Top songster Prod Ed Steve always planned on being a pop star. Citing his musical influences as Jean-Jacques Brunel (of Stranglers fame), John Lydon (of Sex Pistols fame) and Mike Batt (of Wombles fame), the young Steve's star aspirations were cut short in the mid '80s. "I had to leave the country in a hurry and sold all my instruments to finance the trip. When I returned, bedraggled and penniless, I fell in with AMIGA POWER without quite knowing what was happening." And would he care to throw some light on his hurried emigration? "No," grunted Steve, seeming to press back in his seat and turn away from the windows, "and if you ask again, I'll kill you all." Crumbs.

RICH PELLEY



"IT'S FUNNY, BUT I CAN'T REMEMBER MUCH OF MY LIFE BEFORE JOINING THE MAG," pondered Rich. Once more we assured him that his poor memory was a result of listening to overly loud music, but in reality, dear readers, Rich is the progeny one of our more successful scientific experiments. The original Richard Harvey Pelley was a sad and deranged 34-year-old ex-journo who'd worked for the tabloids in the late '70s but had slipped into alcoholism. Following an exciting street kidnapping, chloroforming and locking in the same room as a sinister alien pod, the new and improved Rich emerged. Alright, he doesn't blink and occasionally eats stray cats, but, by and large, he's a huge improvement on the old model.

PAUL MELLERICK



The invention of the transistor and zener diode marked the time that new bug Paul realised his true vocation in life. "Even though I was very young, I foresaw the advent of computer games and wanted to be right in there, at the cutting edge of computer game technology. All my school years, my O-levels and my hobbies were geared up to this, and eventually I achieved my goal of becoming a computer journo." We were astounded. You mean you actually planned this? "Sure did," beamed Paul.

SARAH SHERLEY-PRICE

"The two things I've always loved doing are ballet dancing and looking after my pets, so the logical career to move on to was a dancing country vet," reminisced Sarah. "It's a highly specialised combination, but Hereford Agricultural College runs a combined Classical Dance/Bovine Obstetrics course that I was fortunate to get a place on. Tragically, before I could start, I was kidnapped on holiday in Morocco, sold into white slavery and bought by a front man for the AMIGA POWER organisation. It's an odd career path I know, but all things considered, it's turned out okay really."

Gravitationally suspect, but good fun nonetheless.

Burn in Hell until Tuesday.

SUPER STARDUST

It's just *Asteroids* with knobs on really, isn't it? (Or is it?) (Well, yes it is. Emphatically so, in fact.)

Runs On: A1200
Publisher: Team 17
Authors: Bloodhouse
Price: £30
Release: Late October

Soft. That's the word for *Super Stardust*. Not only has the astoundingly high difficulty level of the famously non-selling A500 version been wound down a crank or two, but the graphics have been given a plumper, smoother look and the music (and even the explosions) a warmer, rounder sound to create an altogether 'softer' feel.

No, it's no good.

WHAT'S WRONG WITH YOU PEOPLE? WE TOLD YOU *D/GENERATION* WAS TERRIFIC, WE TOLD YOU IT WAS ASTONISHINGLY CHEAP, AND YOU IGNORED US. THEN WE TOLD YOU THAT *STARDUST* WAS TERRIFIC, AND IT WAS EVEN MORE SHOCKINGLY INEXPENSIVE, AND THAT IF YOU DIDN'T BUY IT FOR BEING FABULOUS AND NOT-AT-ALL PRICEY AFTER COMPLAINING ABOUT ROCKETING GAME COSTS THEN YOU WERE ALL OIKISH HYPOCRITES AND DESERVED THE INEVITABLE PRICE HIKES WHEN THE PROGRAMMERS QUITE SENSIBLY LICENSED THEIR GAME TO A SOFTWARE HOUSE RATHER THAN RELYING ON YOUR GOODWILL AND SELLING IT MAIL ORDER, AND AGAIN YOU IGNORED US, AND NOW BLOODHOUSE HAVE DONE JUST THAT AND IT'S GOING TO COST YOU MORE TO BUY *SUPER STARDUST* AND, INDEED, *STARDUST* WHICH IS BEING RE-RELEASED, AND YOU KNOW WHAT? YOU'RE ALL GOING TO BUY IT NOW, BECAUSE YOU'VE GOT SOME STUPID PRECONCEPTIONS THAT BECAUSE A GAME IS CHEAP IT HAS TO BE POOR, AND THAT HAVING IT TAKEN UP BY AN ESTABLISHED COMPANY AND GIVEN A BIG BOX AND SOME ADVERTISING SOMEHOW MAKES IT BETTER, AND YOU'RE GOING TO FEEL SO MUCH HAPPIER ABOUT PAYING MORE FOR IT IN SOME HIGH STREET SHOP RATHER THAN BUYING IT DIRECTLY FROM THE PEOPLE WHO DID ALL THE WORK AND MAY YOU SOON BE AS FINANCIALLY BANKRUPT AS YOU ARE MORALLY, YOU UNBELIEVABLY STUPID WHINGERS.

That's better.

A feeble attempt to pursue me across the screen, devilish fiend.

Taste my foul eggs, you cur.

FINISHED

Well, um, here I am with four pages to write about what is, essentially, *Asteroids* with a 3D section. Looking back at the review of the original game, *("Cam"... this joke is really getting tired. – Uncle Joe Stalin)* cunningly exhausted all possible topics (describing the aim of the game and its merits and drawbacks *(Fiendishly*

Gorge yourself on the follow-my-leader bolt of death.

Introduce your mother to this, sir!

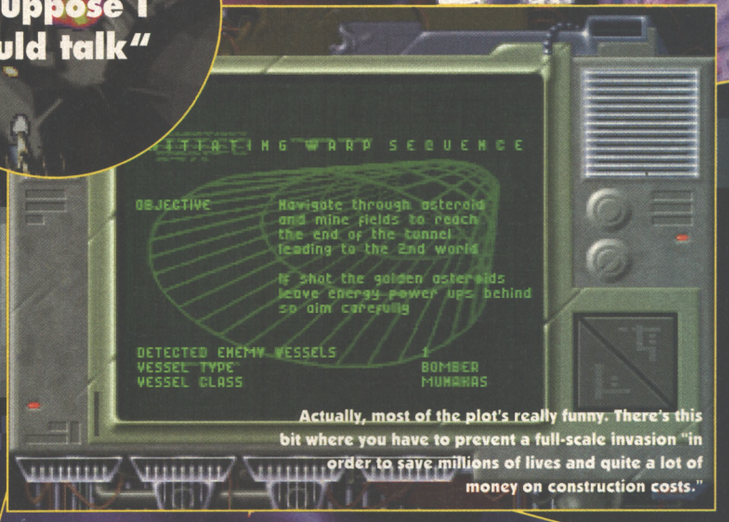
Not even semi-concealment beneath another picture can save you now, villain.

"I suppose... I suppose I could talk"

cunning, yes. – Ed), outlining the ingenious power-up system, er, shouting about people not buying the game) leaving me in a right old pickle. Crumbs. And you're probably all just interested in looking at the pictures anyway.

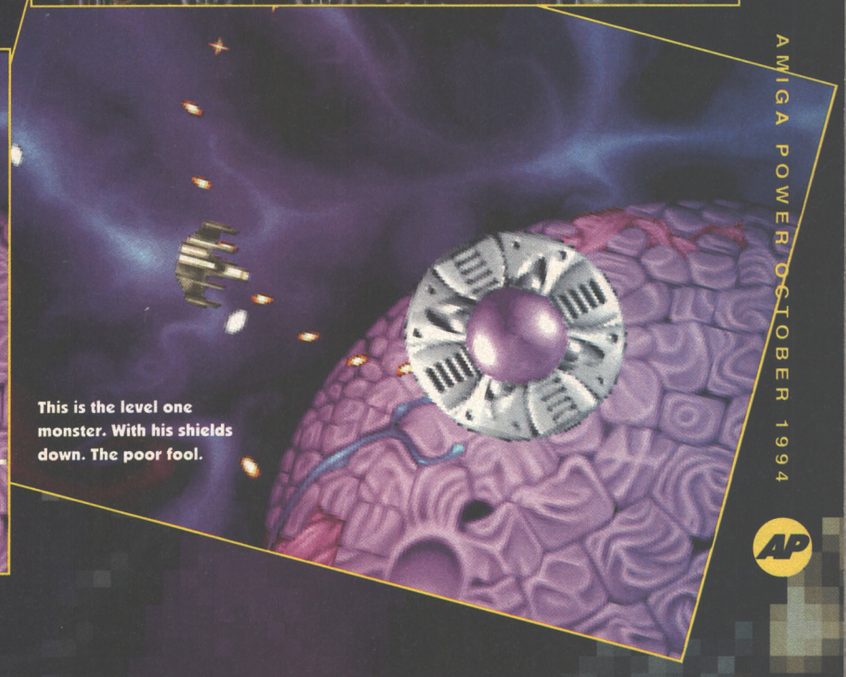
Actually, there's one thing I could say. In the review, Stuart *(Rejoice! Our comrade has been cleared of the terrible crimes trumped up by the diabolical head of the oppressive regime overthrown by our glorious counter-revolution. – Comrade Nicky Kruschev)* complained about the lack of keyboard control. It was, he said, a fatal error considering the amount of pixel-perfect manoeuvring required. Well, such is the influence that AMIGA POWER commands, Bloodhouse have fixed things for *Super Stardust*. There are, in fact, two keyboard options, to do with the positioning of the thrust and fire keys or something (I'm unswayably inclined towards the office fire-buttons-replacing-up-and-down joypad actually) so all hail to AMIGA POWER! Um.

I suppose... I suppose I could talk about the basics of the game, because, technically, it's not quite *Asteroids*. That venerable game, as you will no doubt recall, being fans of old coin-ops and not, for example, dynamic young people living for the here and now, had you shooting at big rocks, which split into smaller rocks, then tiny rocks which finally exploded. In *Super Stardust*, there are different strengths of rock. The ordinary grey rocks (except they're more sort of ruggedly silver. Look at that raytracing! But that's talking about the graphics, which has been done. Jiminy) for example take but a few hits to demolish, whereas the mauve boulders

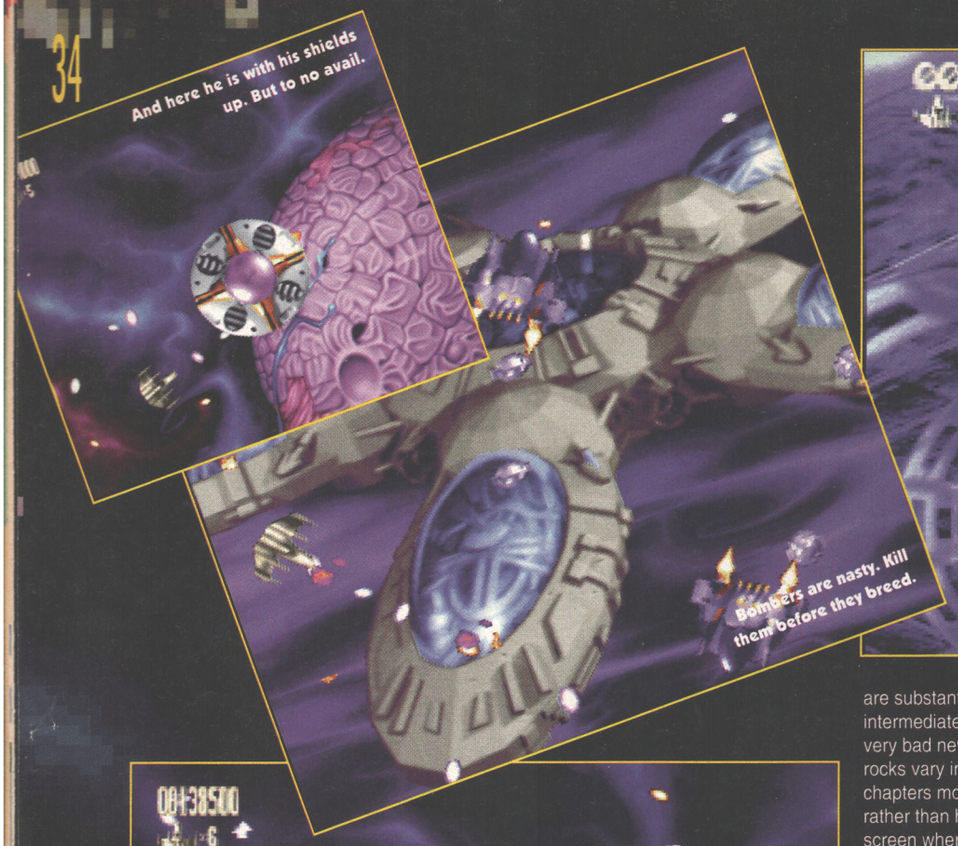


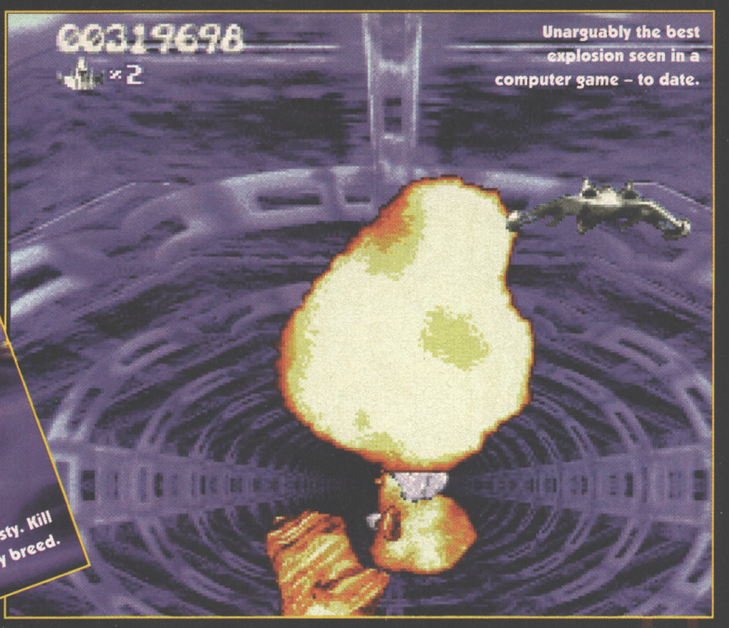
Actually, most of the plot's really funny. There's this bit where you have to prevent a full-scale invasion "in order to save millions of lives and quite a lot of money on construction costs."

Exercise your lungs in vacuum, cruel servant of evil.



This is the level one monster. With his shields down. The poor fool.





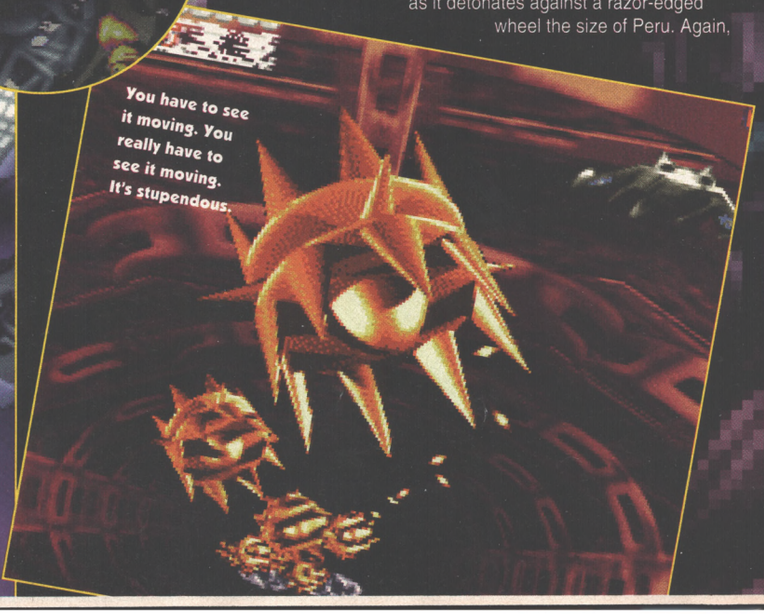
"Screaming in empathic fear"

are substantially harder than the intermediate blue ones. (Gold boulders are very bad news.) In fact, not only do the rocks vary in resilience, the different chapters move at different speeds, so rather than having a predictable *Asteroids* screen where you know that the titchy boulders will zoom around faster than the big ones, the game litters the playing area with tricky blighters that tend to take you by surprise.

Actually, taking you by surprise is a speciality of *Super Stardust*. Quite apart from the difficulties of playing a game where using the screen wraparound is of tremendous importance (and it's a breakthrough moment when you stop frantically trying to stay in the centre of the screen where, fairly obviously, the concentration of boulders is at its highest and work with the wrap to speed out of danger and pounce on something from behind) the introduction of monsters with the second level causes near-panic. These monsters – unlike the feeble bleep of the original game, heralded with a piercing, jangling alarm klaxon – try their damnedest to do away with you in so many nasty ways, the very least of which is following you doggedly around the screen. (The very most involves something remarkably unpleasant to do with overwhelming odds, spinning spiked arms that overlap the screen edges so you're in danger from three directions at once, and leisurely bombers spilling proximity mines.) It makes each new screen an adventure, with you whittling away at the rocks then being expertly frightened by the klaxons, flitting around the screen nervously trying to anticipate where the monsters will appear, and then getting taken by surprise. I do like that in a game. (But so did Stuart. Ooogh.)

SIXTY

The tunnels then. The bits where you get from one level to another after defeating the big monster, except that's like calling *("Standing atop the Blackpool Tower in a high wind with a big flappy coat" and not, for example, anything to do with the Big One. – Legal Ed)* reasonably invigorating. You really can't appreciate the devastating majesty of these sections until you're there, bobbing in your seat to the jinks of your ship and screaming in empathic fear as it detonates against a razor-edged wheel the size of Peru. Again,



the programmers have shamelessly looted an old coin-op (the sticking your head out of the window of a car going 60mph-rushingly 3D *Space Harrier*, to be exact) but have trampled all over it in terms of speed, impact and nerve-zapping gameplay. The rogues.

PERCENT

There is, however, one thing wrong with *Super Stardust*. One quite big thing, actually. It really is 'soft.' After the terrifying challenge of *Stardust*, you'd expect Team 17 to impose a 'friendlier' level of difficulty on the game (as they did with the re-release of *Project-X*). But, oddly, they've gone almost to the other extreme. You can be blasting away, marvelling at the presentation, goggling at the horrendous destructive power of your guns as rocks splinter all around, sweeping around to catch out the monsters, tackling the power-up-laden sub-levels early on to charge up your guns even more and endangering your thumb in the tunnels, when suddenly you realise you've just completed level three and there are only five altogether. And there are passwords.

It's not necessarily a bad thing (*Stardust* just tended to make you angry on the later levels with its absurd over-aggressiveness) but the almost supernatural ease with which everybody who played the game sailed through it smacks slightly of compromise. And compromise is, of course, a tool of the devil.

ONLY

But you'll probably not be interested in our reactionary mumblings. You'll be justifiably excited about the game's engulfing playability, constant variety, truly cinematic moments (the bit where this gigantic rock – and we're talking ship-dwarfing – rolls in from one corner, and you speed off to avoid it, and another gargantuan boulder tumbles out from the opposite corner and the two squash you in between demands to be shown on a big screen to a breathless audience), bizarre percentages (such as shot-to-hit ratios and, er, power-up icons missed) and frankly astonishing presentation. Good for you.

● *JONATHAN NASH*

A1200

UPPERS Spectacular, that's the word for *Super Stardust*. And elegant. Playable, that's another one. And thumpingly exciting. (But that's two.)

DOWNERS Vastly easier than the original – you should have no trouble getting to, say, level three on the first day. The engine power-up's annoying as well – it just increases your speed, which scuppers your turning circle.

THE BOTTOM LINE

The mechanics have been tidied up since *Stardust*, and it obviously trounces the original on presentation. But I'm genuinely perturbed by the lazy ease with which I sailed through 60% of the game. Hmmm. It *is* a great game, there's no denying that, and I have little doubt that I shall be returning for another prolonged crack at it in a couple of weeks. So... subtract this, add that... Yes. All things considered, I'd say the original mark stands.

89 PERCENT

RUFF 'N' TUMBLE

Refresh your swear word vocabulary before you dare to tough this one out...

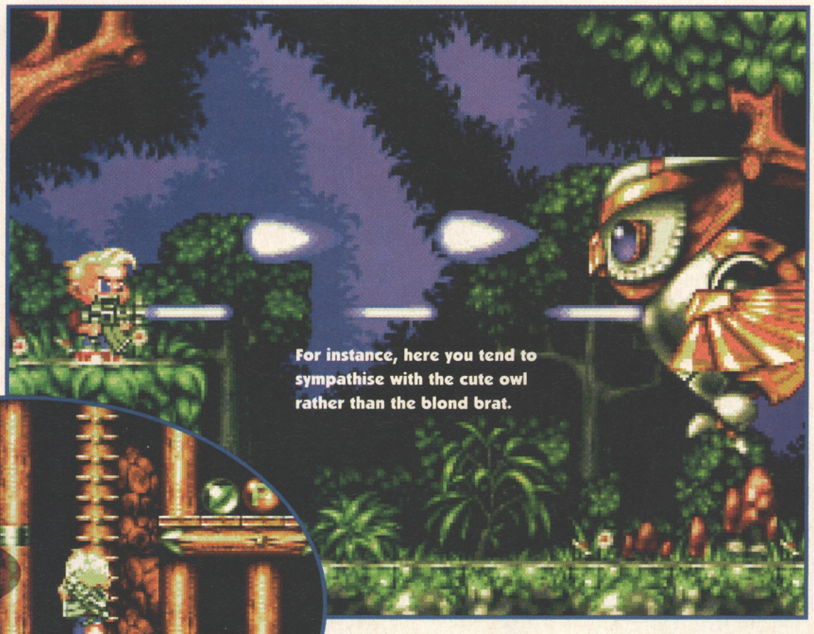
Game: Ruff 'n' Tumble
Runs on: A500, A600, A1200
Publisher: Renegade
Price: £26
Release: October

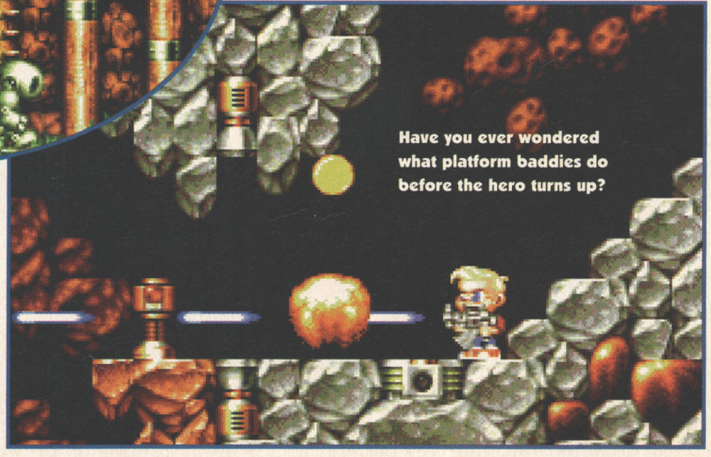
Ruff 'n' Tumble made me swear one helluva lot, and I hate it when that happens. It's quite the most difficult, frustrating game I've played all month. And yet, because it's so good, I had no choice but to keep playing it.

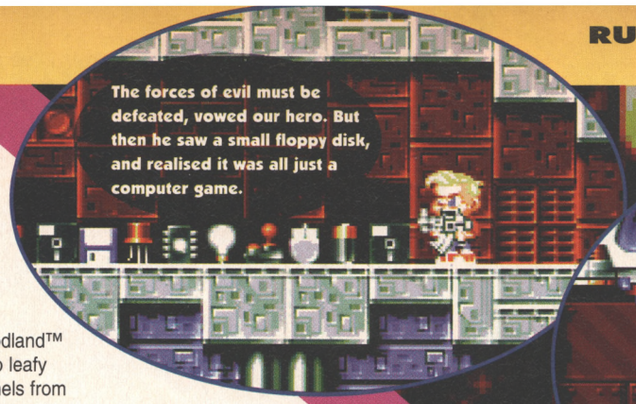
"You... you dirty rotter!" I'd cry as yet another armour-plated baddy shrugged off my hail of bullets and continued to stomp towards me, his laser bolts ripping me apart like a watermelon (remember that scene from Day of the Jackal? Yes, like that...). Riled beyond measure, I'd hurl my joystick through the screen, resulting in hundreds of pounds' worth of damage and fusing the electricity on the entire second floor of Future Publishing, unwittingly causing work to grind ponderously to a halt on several of Britain's biggest-selling leisure computing magazines.

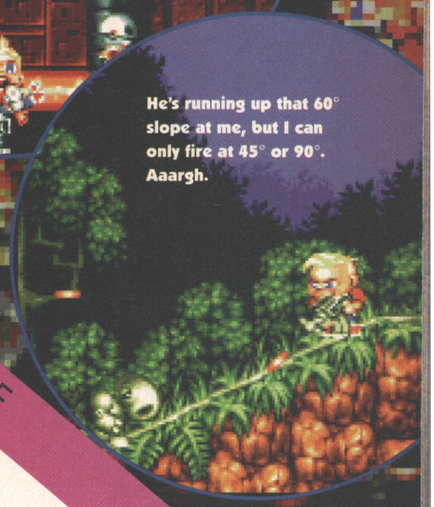
But, after walking swiftly round the block a couple of times to let off steam, I'd always return, sweep away the debris, purchase a new monitor from Dixons and arrange for Chris the Handyman to reconnect the electricity. Grasping my joystick with renewed vigour and determination (and barely flinching as the shards of cathode ray tube embedded in it cut into my palms), I'd vow to get even – maybe firing on the baddy from the platform above him, out of range of his guns – and make it to the next level. *Ruff 'n' Tumble* is that kind of game.

It's also, in a funny, platform gamey sort of way, surprisingly original. It looks reassuringly familiar when you first load it up, but think about it: when was the last time you played a platform game where, instead of jumping on baddies' heads to kill them, you could shoot them









BAD THINGS ABOUT RUFF 'N' TUMBLE

with a variety of firearms? Quite a while ago, I'll wager. *Turrican* is the obvious example, and *Ruff 'n' Tumble* is kind of a cross between that and something cute and slick like *Naughty Ones* or indeed *Putty Squad*.

The first world's even a Woodland™ one. You leap from grassy knoll to leafy treetop, venturing into earthy tunnels from time to time in search of bonus items. If it weren't for the lamentable rave music blaring out of the speakers, drowning out all but the loudest sound effects, you could almost imagine you were happily playing *Mr Nutz*.

Oh, except instead of rogue blackcurrants and chickens, your path is blocked by a band of the meanest, toughest robotic baddies ever to feature in a computer game. They're all swathed in armour plating (your bullets 'ping' into them quite satisfyingly), and even the weediest ones – the ones that stream out of generators and queue up to be blown away – would be more than a match for ED-209. The truly evil ones, meanwhile – like the American Footballer-type ones who put their heads down and charge at you, absorbing hundreds and hundreds of shots, and even after you've finally managed to take them down, get up again and have another go – would probably give an Imperial Star Destoyer a run for its money. And what about the metallic firemen, who come running towards you and suddenly, with no warning whatsoever, fire out some sort of hose thing which impales you through the stomach? No mucking about.

HARDWARE

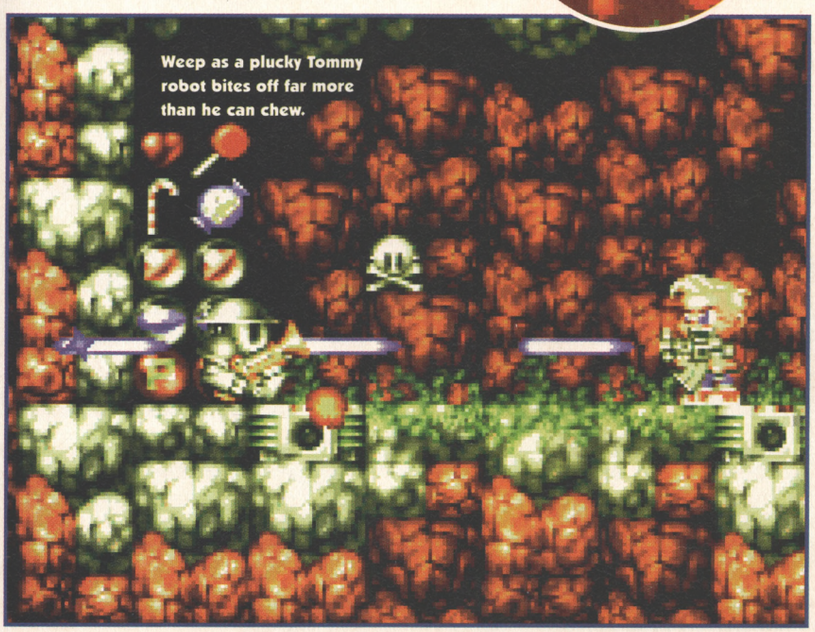
Your standard gun is pretty hopeless in the face of odds like these, and, although power-ups are available, they're sparsely scattered about. There's one that doubles your rate of fire, one that turns your bullets into laser bolts, and then various special ones in each world, like a flamethrower in the Woodland world and a brilliant rocket launcher in the – yes! – Underground Cave™ level. There are also all the usual shields, energy power-ups and extra lives, many of which can be released if you kill a whole series of baddies in quick succession. (The game works a bit like a scrolling shoot-'em-up in that respect, which is neat). And, on the subject of pick-ups, you can get bonus points for running through (sigh) floppy disks, joysticks, mice, batteries and (groan) microchips. (Why can't people occasionally search a little further than their own desks for inspiration? Printing "Loading, please wait" in between levels is one way of shattering the fragile illusion of a computer game, having loads of floppy disks and joysticks lying around all over the place is another. How about hanging banners from the scenery proclaiming "You are playing a computer game"? Or making the baddies hold up little signs saying "I am not, in fact, a nefarious robotic alien bent on your destruction, but merely a collection of digital data residing within your computer's memory"? Tsk.)

But, although power-ups are few and far between, the way they've been scattered about the levels has been achieved with dastardly deviousness. That group of robotic wasps swarming towards you might look pretty terrifying, but not if you picked up the flamethrower from that little side-passage you just passed. And sometimes you're better off leaving weapons alone for a while until you've shot away a few of the easier baddies, and then going back for them when you're in really desperate need of them. This is a game that starts off looking impossibly difficult, and then, once you've worked out a technique for each level, turns out merely to be incredibly hard instead. Easy.

"Your bullets 'ping' into them quite satisfyingly"

OPEN DOOR POLICY

There are doors to open, too, which require you to find keys. Some involve you venturing into tricky parts of the level you'd otherwise have given a miss, while others, although it's not essential you open them, have tempting power-ups lurking behind them. All very Alice in Wonderland. ➤



GOOD THINGS ABOUT RUFF 'N' TUMBLE

There's one such door right near the start of one of the levels, with a handy extra life behind it, but you'll search in vain for the key. It's not until you get right to the end of the level that you realise that you've gone all the way round in a circle, and you're back where you started, but behind the door. Pretty damn sneaky, I thought.

And also, of course, formidably hard. Baddies don't generally reappear if you kill them, they don't walk away and come back again. But there are generators which carry on spilling them out – like the ones in *Gauntlet* – except you can't destroy them. That means the place is always crawling with robots. And really-hard-to-kill ones, too, who take great delight in running towards you and taking advantage of the fact that, as is the universal rule in games, in any collision between you and a baddy, you'll always go "Aaargh" and lose some energy while the baddy will come off just fine. AND they're all really intelligent, as well. If you sneak up behind one and start merrily blasting away, he won't just dumbly blunder onwards until he dies, oh no – he'll wheel around and pump you full of a veritable hail of photon unpleasantness, fearsome fireballs or common or garden bullets.

BOSS MAN

And the bosses. Phew. If you're of the opinion that bosses are meant to be some sort of reward for completing a level, a kind of interlude, rather than some sort of test you've got to pass before going onto the next bit, then you'll hate *Ruff 'n' Tumble*. The giant owl at the end of the first world comes flying towards you in a hail of laser bolts and kills you virtually instantly. He's got a pattern you'll eventually learn, but, of course, to do that will take loads of lives, and once your meagre ration has expired you'll have to go all the way back through World 1 before you can try again. Challenging? Or frustrating? It probably depends on your temperament. After a time I ran out of expletives and had to content myself with simply gazing at the screen in shattered disbelief, dazedly shaking my head.

But, although *Ruff 'n' Tumble* might be difficult, it's always completely fair. Every level has been meticulously designed to ensure that you never have to jump blindly off a platform in the hope that some spikes won't scroll onto the screen underneath you. (Indeed, the screen often scrolls of it's own accord to show you otherwise-hidden bits.) Every baddy can be dealt with safely if you work out the best approach. Power-ups are placed just where they're needed. Indeed, if you were some kind of gamesplaying colossus, with pico-second reactions and immense powers of calculation, there's no reason why you shouldn't be able to play through the entire game on your first go without losing a drop of energy – nothing's been left to chance.

And on top of all that, it's fabulously slick and well-programmed. A slightly dull choice of colours means our screenshots probably won't do the game justice, but the animation is beyond compare, and all the sprites have loads of character. The flame throwers work just like real ones, rockets woosh off purposefully, and the explosions when a baddy dies really justify all the effort you have to put in.

The only things I could really find to complain about are a) 'up to jump', although, given that the firebutton's given over to controlling your weaponry, it's hard to see how this could've been got around (apart from recognising a two-button joystick, of course); b) a slight lack of surprises once you've encountered all the basic baddies in a world – there aren't any special one-off ones, so you know pretty much what to expect after the first few screens; and c) the way the game seems slightly uncomfortable being both a cute platform game and an all-out *Walker*-style 'triggerthon' (as Cam would say) – it doesn't quite go to either extreme, and some meaty gun-reloading noises might just have helped the atmosphere click into place. Nothing too serious, though, eh?

As long as you're prepared to suffer for your art, *Ruff 'n' Tumble* is one of the nicest games around at the moment. In a nasty sort of way.

● *JONATHAN DAVIES*

UPPERS Firm but fair – every inch of it has been designed to test you to the limits. Impeccably put together, with deliciously slick graphics and great sound effects (when they're not being drowned out by the awful music).

DOWNERS Many people could find it too difficult, and be pushed to acts of retaliatory violence.

THE BOTTOM LINE

A brilliant game that's clearly been put together by people who care about getting it right. You'll get angry with it, but all you'll be able to do is wag your finger at it and say, "You... you... Oh, all right then. My mistake."

88 PERCENT

THE BOTTOM LINE

A1200 Astonishingly identical to playing it on the A500, but I guess regular readers of these A1200 boxes will have already guessed that. Hey-ho.

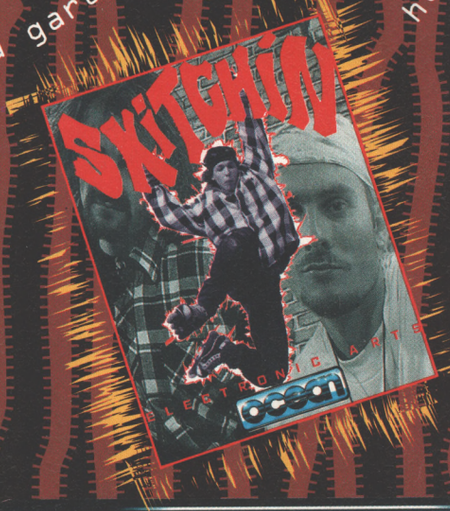
YOU IN FOR the ride?

mess with a handbag!

a torker and you're handbag!

a garage sale yeh...!

so play it..don't do it!



ocean

Amiga

A1200
A600
A500

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THEME PARK

We keep telling you – it's a FUN FAIR. Don't you speak the Queen's English?

Runs on: A1200
Publisher: Electronic Arts
Author: Bullfrog
Price: £35
Release: October

First there was *Populous*, and then there was another one. Of it. Then there was *Syndicate*, a sort of future *Populous* with guns and killing and stuff. And now there's *Theme Park*, a game best described as *Nice Populous* with a bit of *Happy Syndicate* thrown in for good measure. I'll say one thing for Bullfrog, they certainly like their forced-perspective, highly-populated world, master-of-all-you-survey games.

I'm sitting here trying to work out what to write after about four days of playing *Theme Park* and I'm having all sorts of problems. It is a very, very big game. It is a game of epic proportions. It is a game that modern urban myths and legends are based on, and possibly so large that any single human brain might well explode if all the facts and details were crammed into it, and the thing is that even after sitting in front of an Amiga for far longer than is healthy, even though I ignored advice to take ten-minute breaks and ploughed through mammoth sessions building up my own entertainment empire, even though my food intake has consisted entirely of pasties, coffee and yoghurt, I still haven't built a rollercoaster, developed all of the 36 or so rides or got anywhere near taking over the world. Not being sent a manual didn't help much either, mutter moan grumble etc.

Theme Park's a multitextural game that works on a fascinating number of eclectic levels *(You have to do lots of things. – Ed)* but on the surface layer, it's similar to *Sim City*. You're given a finite amount of space in which to build your park, and you've got to work out the best way to make the punters part with their money using all the underhand and sinister methods that modern creative marketing can manage. You could, for example, concentrate everything in a small space near the entrance, but such a dense network of paths might confuse the public. At the other end of the spectrum, you could run a path right around the park area and dot rides all over the place, but there again, the public could well get bored with all the walking. Finding the right balance is the key to success.

CONTROL

On a broad level, *Theme Park*'s similar to *Syndicate*, in that you've got to try and conquer all areas of the world by building parks all over the place, but unlike *Syndicate* when you leave a country you sell your park and use the proceeds to buy another one. Different countries have varying tax rates, real estate prices and terms for loan repayments. They've also got differing weather conditions, so whereas Europe's rainy and miserable (a fact the Euro Disney people found out the expensive way, tee-hee) and not really the right climate for outdoor entertainment, California's great. Yakutsk in Northern Siberia, with its freezing weather and minimal population, is rated as fiendishly hard for obvious reasons.

Casually observing the game it seems like the tourists wander around randomly, but not so. They talk to each other, react to all manner of different stimuli and have drastic mood swings, and it's this 'intelligence' that makes *Theme Park* fascinating. If tourists go on a ride and like it, they'll tell the people they meet, who will in turn want to go on the ride. However, if they eat a stodgy, overpriced burger, have to queue to use a smelly toilet or are forced to walk for ages to buy a drink, they'll gradually get more and more miserable, put a downer on everyone else's day and eventually head for the exit. Making (and keeping) the tourists happy is a job that uses the majority of *Theme Park*'s strands of gameplay and once you see how they work together you start to realise what a complex game this is. You can only increase the admission when you've got more attractions (otherwise consumer groups complain) so you've got to plough money into research for new rides. Keeping the tourists well-fed produces more litter, so you've got to employ more maintenance men. Planning rides with long queues commits tourists to the ride, but you've got to keep them entertained by employing a Rhinoman or two. You see? It all interlocks.

As well as making pots of cash, you compete against up to 40 other theme parks for the annual awards. To date, I've managed to have the most

SINISTER MOOD MANIPULATION

It's your job to make everyone as happy as possible, because if they're happy, they'll stay longer, spend more and make you rich quicker. However, it's inevitable that you're going to have to cut corners, compromise quality and cheat a little to get every last coin out of their nasty, grubby hands.

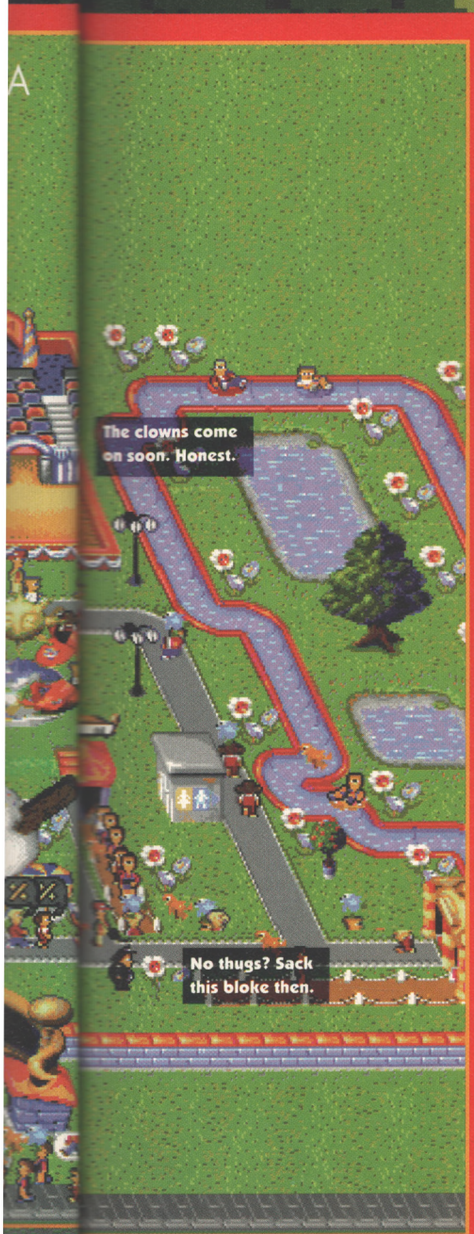
COFFEE SHOP
Boost the caffeine levels in each cup of Joe and you'll have wide-awake tourists coming back for second, thirds and more! Get them hooked then boost the prices, that's my hint.

BIG TIME BURGERS
Burgers are cheap to buy in bulk and the punters think they're yummy. Once you've got a huge mark-up on these processed offal slabs, why not inject more and more fat into them? If no one notices, you can double your profit margins.

BIG TIME FRIES
Smother the fries in masses of salt and giggle in glee as parched punters rush to buy cold drinks. They've paid extortionate prices for chips, only to pay again to quench the thirst! You simply can't lose.

POKEY-COLA
Why sell expensive carbonated drinks when you can sell cheap water? Rake in the cash big time and rip off the snuffies by packing masses of ice into each cup before filling it with generic, non-name brand cola.

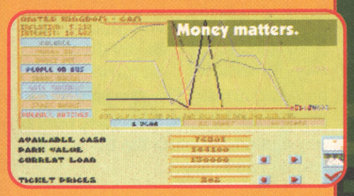
MR VALLEY ICES
Pack your freezy-whips with almost illegal amounts of refined sugar, so when weary mums buy whining brats a 99, they inadvertently create hyperactive, hyperglycemic whirling dervishes who run from ride to ride and speed up their spending. Until they're sick.

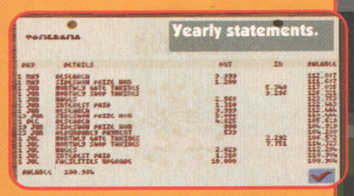


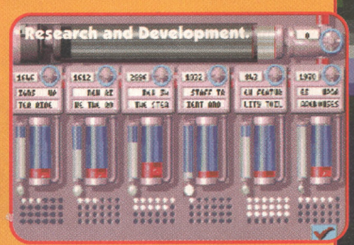
"You're given a finite amount of space"

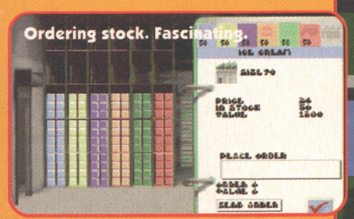
TAX RETURNS, INVOICES AND E322 FORMS. IN TRIPLICATE

The Sandbox level of the game completely frees you of the burden of paperwork. The Sim level introduces negotiations for staff and goods rises, and prepares you for the Full level, which throws everything at you, including the stock market.









aesthetically pleasing parks (which I put down to scented bushes around the toilets and tree-lined promenades) but consistently lost massive amounts of money due to my inability to swindle people and sack malingering staff. When I discovered two Teddy Men (the cheapest and therefore most suspect members of staff) lying in the path I assumed they were drunk or something and instantly sacked them, only to discover they'd been mugged. Oops. In another (possibly apocryphal) tale, a writer on PC Format magazine swears blind that he saw a Chicken Man sloping off into the bushes and smoking a quick ciggy. Still, these stories all go towards showing you what an intricate little world it is.

To go on and on about all the features would take up another four pages, so I'd better cram in a bit of comment at the end. Despite the obvious cute look of the game, it doesn't take you long to realise that it's all a bit hard-nosed and cynical. That's not a bad thing of course, as you're supposed to be making loads of cash, but after an hour I was starting to wonder if I'll ever go to a 'theme park' again. Marking up toys over 100%, watering down the booze in the bar and packing burgers full of fat instead of meat are the only ways you're going to afford repayments on your loans and survive in the cut and thrust world of international fairgrounds.

"Sloping off into the bushes"

CRUELTY

Against all my expectations, the business side of it is really fun, and once you've played the game with it and go back to the Sandbox level (where you just plan out the park) it all seems very sparse. Setting out paths, making sure tourists don't get lost and trying to channel them towards shops is fun for a while, but trying to keep your income higher than your outgoings is truly the sport of kings. Sacking staff may be distressing, but it's not as bad as watching a ride explode because the mechanics were overworked.

The bit I don't like is the staff and goods negotiation screens, which are intrusive and always seem to happen when I've gone to make some tea. Every year or so, you've got to agree on stock and wage rises, but using the system or moving a hand up and down a scale until you quite literally shake on it means that I'm always committing to 20% rises. Apparently you can get it as low as four, but I've never managed it.

And that's my criticism? Well, yes, I

DECAY, ENTROPY AND WOE

They say everything comes to he who waits, but in *Theme Park* all you get for waiting is a pile of rubble. Rides must be maintained and paths kept swept clean, or you'll soon be sorry. Scruffy parks attract undesirable riff-raff elements who work hard to make your rides break down even quicker. Take a look at the sorry spiral you get into if you take maintanace men away.

Can you spot the handyman and the teddy-boy thug?

suppose it is. I could go on about how you use the mouse and how the system of placing rides works, but why bother? The tutorial section of the finished game's on the front of this mag, so you can find out all that stuff by playing. If you've not played it then why not? If you haven't got a computer then why are you reading this? What are you, weird or something? But anyway. If the music gets too annoying, you can ditch that, if the year's dragging by you can speed it up and if you're not getting new rides fast enough, you can pump masses into research.

CRASH

You're given warnings as you run out of cash so the end isn't a surprise and you've ten save positions to record your triumphant rise and (in my case) breakneck decline. Bear in mind that the game takes hours and hours to play and is likely to ruin sleep patterns, marriages and exam revision schedules. In short, it could well destroy your life.

Bear in mind also that I realise that I've only skimmed the surface of the seemingly myriad possibilities of this game. I dare say that when I've played it fully, I'll probably look back at the score and wish I'd added another percent or so. In six months or so. Maybe.

● *CAM WINSTANLEY*

YES THEY'RE BOGS

You start off the game with this humble earth closet.

However, investing in R&D produces this shiny thing.

And you end up with this smart super-loo. Not bad.

WAGE SLAVE PROLES OF AN OPPRESSIVE MASTER

These are your whimpering curs, to hire as you see fit. They will clean toilets for you, they will repair your scary mechanical amusements for you, they will dress up in large animal costumes and frighten small children for you. You can work them tirelessly and then, when they're no use to you, cast them aside without a pension. For you are their master and they are there to serve YOU! Ha ha ha!

ENTERTAINERS
These cheery fellows stop people in queues from getting bored, keep everyone jolly and happy and even hand out brollies when it starts to rain, stopping them from getting soggy and going home.

GUARD
As you start to get popular, thugs flock to your park, rough up the entertainers and break your rides. This guy's here to kick ass at your command.

HANDYMAN
Fast food stands produce litter and visitors produce, erm, other things. To stop your park from becoming insanitary, you need the ever-diligent handymen to pick up litter and mop the toilets.

MECHANIC
It would all come grinding to a halt without this highly-paid lot. They tut a lot, munch sandwiches almost endlessly and then run to repair rides once they start to burn. Mechanics, eh? Can't live without 'em, can't eat 'em.

TEDDY MAN
Being the most poorly-paid entertainers, the Teddy Men have to get their job satisfaction 'other ways'. Using their fluffy suits and funny pogo sticks, these minimum wage 'reformed' ex-cons lure their teenage 'friends' into the maze where they... *(That's enough about the staff. – Ed)*

All these icons make sense once you get into the game. No really.

UPPERS Read the review. Most things about the game are great.

DOWNERS Nasty negotiation section, and a few niggly complaints too insignificant to waste space on here (but mostly to do with the load and save options being next to each other, and the curiously hypnotic sound loop being spectator-annoyingly short).

THE BOTTOM LINE

Hey, I'm impressed. *Sim City 2000* is going to have to be something stupendously special to top this.

91 PERCENT

THE BOTTOM LINE

A500

All that we've seen of the A500 version so far is the demo that's on this month's coverdisk, and that's pretty much the same as the A1200 version. However, that's no guarantee it'll be as fab as this, so when we get a version, we'll tell you about it. Stay tuned.

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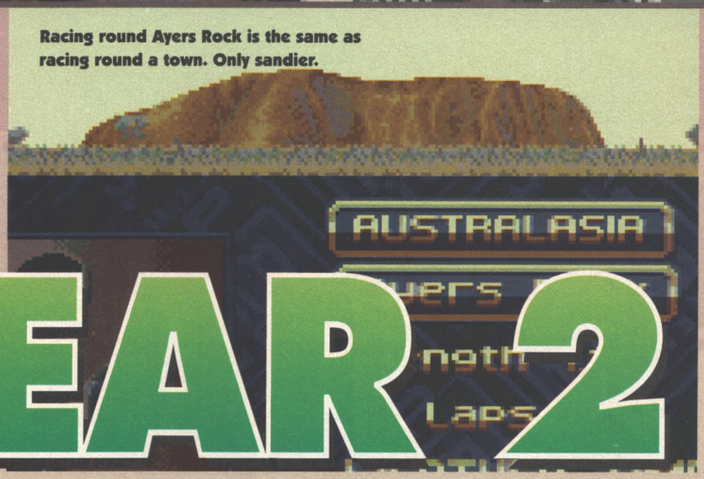
Have you ever noticed that cities look great from a distance but are complete holes close up? London in particular.

We don't know. Racing games, platformers and football games. What happened to imagination? Creativity? Trying something new for a change?

Racing round Ayers Rock is the same as racing round a town. Only sandier.



TOP GEAR 2

Game: Top Gear 2
Runs on: A1200, CD32
Publisher: Gremlin
Author: Mike Chilton
Price: £26
Release: Out now

Before you start flicking through your back issues of AMIGA POWER to find out what we thought of the original *Top Gear*, forget it, there wasn't one. Well, for all we know there might have been one on some other format, but it certainly never came out on the Amiga. Gremlin started using the *Top Gear* name for console racing games when they found they couldn't use the Lotus licence, so what we've got here is a SNES version of a Lotus-style game converted back to the Amiga. The Lotus series, you'll recall, started with, er, the prehistoric *Lotus 1*, hit a high with the graphically lovely, very fast and split-screen two-player-moded *Lotus 2* (AP7, 87%) and then went away for almost a year before returning with the 'new and improved' *Lotus 3* (AP18, 74%). Number three may have had a course designer, but it simply didn't have the same 'whoomph' as its predecessor, and it's this lack of 'whoomph' that severely injures *Top Gear 2*.

EARN

There's not that much to say about the principle of the game. You've got a Lotus-meets-Ford Probe kind of car and the idea's to work your way round 64 tracks in 16 countries. There are 20 cars in each race and your position on the starting grid inversely depends on your finishing position of the previous race (so if you won you start at the back and if if you were useless you're near the front). All you have to do to qualify for the next race is to finish in the top ten, although you've got to finish higher to win money and earn points. The more you win, the more you earn, which means you can splash out on better engines, nitro boosters, tyres and all that happy-Halfords stuff to make your car bigger, better and generally groovier. Eleventh position or below and you're out of the game.

"Hang around under the red line for ages"

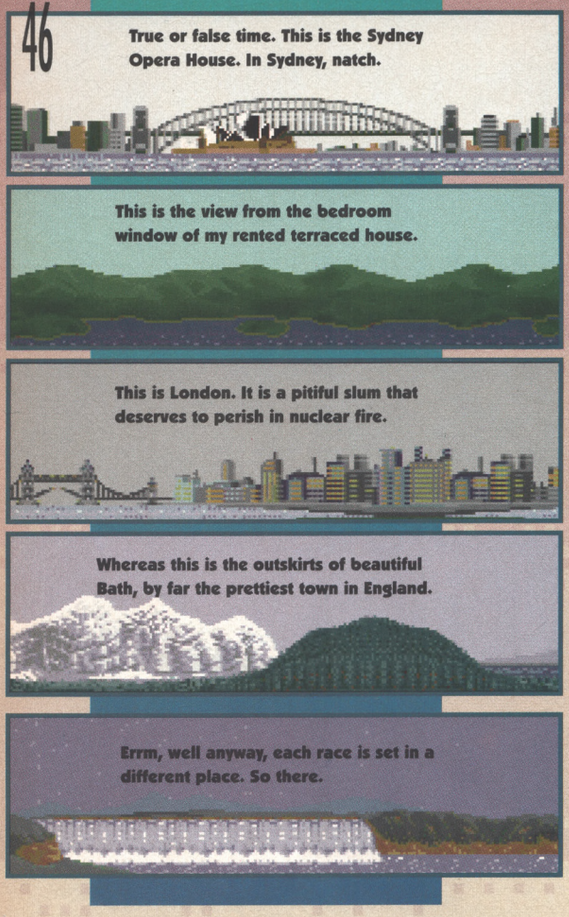
You're given the option of an automatic or manual gearbox, which in my case directly translates to finishing first or finishing last. In *Lotus 2* and *3* (yeah, I know I'm going on about them a lot, but they're awfully similar to *Top Gear 2*) there are two ways you know when to change gear, namely a rev counter that rapidly redlines *("Increases to the maximum speed for that gear" – Ed)* and the accompanying unhealthy engine squeal that tells you to change up or blow up. In *Top Gear 2* though, the revs are a bit wishy-washy and hang around under the red line for ages and the sound, well, read on.

This game's got terrible, terrible sound. I'm rapidly coming to the

Honestly, is this absolutely THE worst rain effect you've ever seen? In anything?

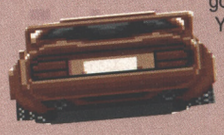
For reasons that never become apparent, you spend the entire game shouting asinine and pseudo-hip comments at all the other drivers.

If this is supposed to simulate headlights, why don't the other cars cast similar pools of light in front of them?



conclusion that most in-game music originates in the hell-spawned mind of Beelzebub himself (with the exception of *Dynablaster* and *The Chaos Engine*) but the music in this is extra-specially poor. If I wanted to listen to listless, generic, half-hearted, plinkety-plonkety music, I'd go out and buy a *Transvision Vamp* CD. *(Or play your Philip Glass soundtracks. Again. – Ed)* Thankfully you can turn the music off, only to have it replaced with horrible engine sounds and a piercing tyre squeal on EVERY PIGGING CORNER. Aaargh, another game played in total silence.

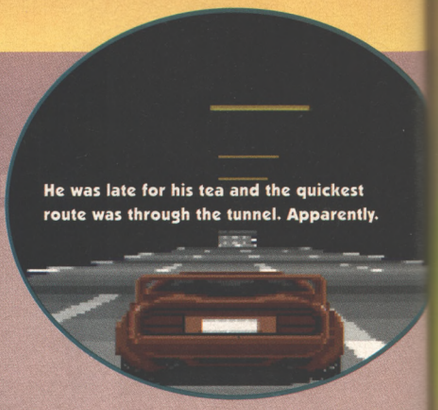
The races themselves turn out to be all the same, apart from some tracks being longer than others. In the Lotus games, you had races where lorries thundered across crossroads in front of you, or where you could crash through the central reservation and run the risk of ploughing into oncoming traffic, but in this you've got the wide road all to yourself. Yes, just like *F1GP*, but that's a simulation and not a thrills-and-spills speed racer. So there.



LOGIC

What really hampers *Top Gear 2* is the surefire way of finishing in the top three in every single race. Here's how it goes. At the start of every race, regardless of how big your engine is, or how many nitros you use, or what place you start off in, the entire pack will sweep past you and speed off into the distance. Then, after about thirty seconds, you catch up with the tail-enders and, assuming you don't run into the back of anyone (which drops your speed by about 30mph) you can just overtake everyone and hold tenth position or thereabouts. Then, on the penultimate lap of the race, just start hitting the nitros to boost your speed and blast you to the front, but don't forget to save one for the very end, as two or three cars usually storm past you practically on the line, even though they've been trailing you round for most of the race.

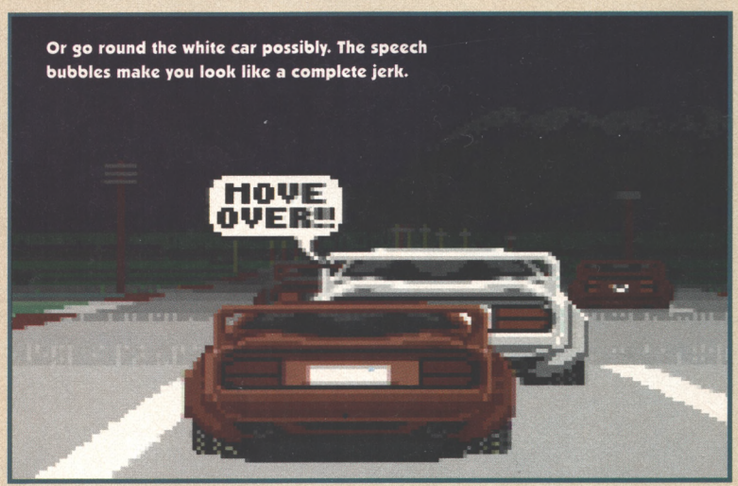
It's a simple, winning system (and one that highlights the rubbishy opponent drivers – there's no logic as to why the cars overtake you at some stages of the game but you can zoom past them at others, and you rarely have to battle for a position against another car, either blasting past them or getting blasted past. In fact, on one rare occasion where I actually seemed to be going the same speed as another car, I tried to barge it off the road, only to see myself spin out and watch it shrink to a dot in front of me. So if a car barges me off the road, I crash, and if I barge a car off the road, I still crash. Great) which allowed me to get through about half of the game before getting bored and giving up.

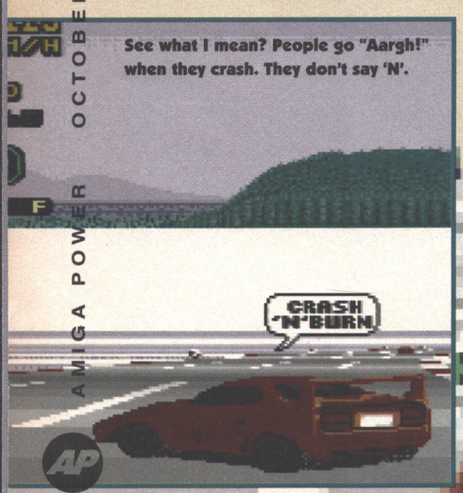


Top Gear 2 just doesn't give you the feeling that you're driving a car. You can get round most courses with the throttle permanently open *("The fire button held down all the time" – Ed)*, the turning circle of your car's wide and ponderous, and when you steer it looks like your car's turning on its centre point rather than the front wheels. All criticisms that can be directed at *Lotus 2*, true, but that's still more enjoyable than this. It just is. Trust me – I'm a professional.

If I were a cruel and heartless man, I'd give *Top Gear 2* a score in the low 40s to convince people not to buy it. But, er, it isn't that bad. It's damned with being average – *Lotus 2* beats it on crash-zoom-spill antics, *F1GP* beats it on realism and handling, and *F1* beats everything hands down in terms of excitement and all-round brilliance. *Top Gear 2's* all right – just don't buy it, okay?

● ***CAM WINSTANLEY***





UPPERS A1200
Gillions of different race courses, a fairly competitive two player game and um, it's nearly as good as *Lotus 2*. (But not quite.)

DOWNERS It's not as much fun as many other racing games already on the market, lacking both excitement and variety. The save game codes are a device of Satan (22-character phrases of random letters that, er, you can't use the keyboard to enter), the race tactics don't make much sense and that rain effect has to be seen to be believed.

THE BOTTOM LINE

When a company releases a game that isn't as good as one of their own from a few years back, it's got to be time for them to sit down and have a serious rethink. If you want a really good racing game for your A1200 buy Domark's *F1* instead. You want a Gremlin racing game? Buy *Lotus 2*.

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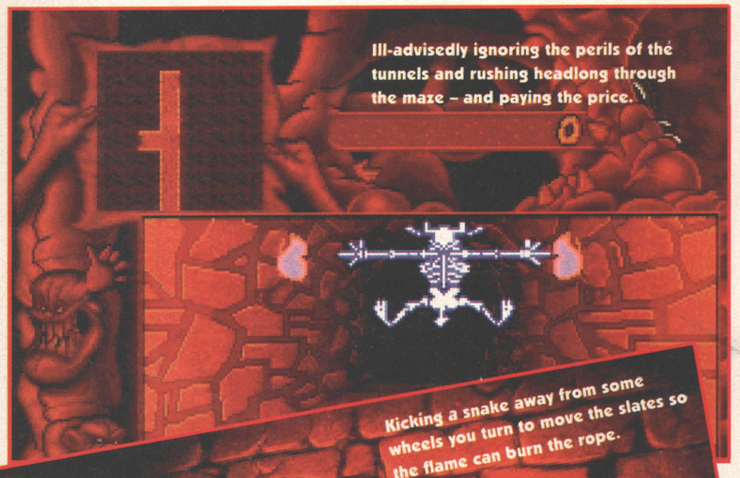
Stabbing the sumo wrestler with the pin. After fighting him for a subjective eternity.

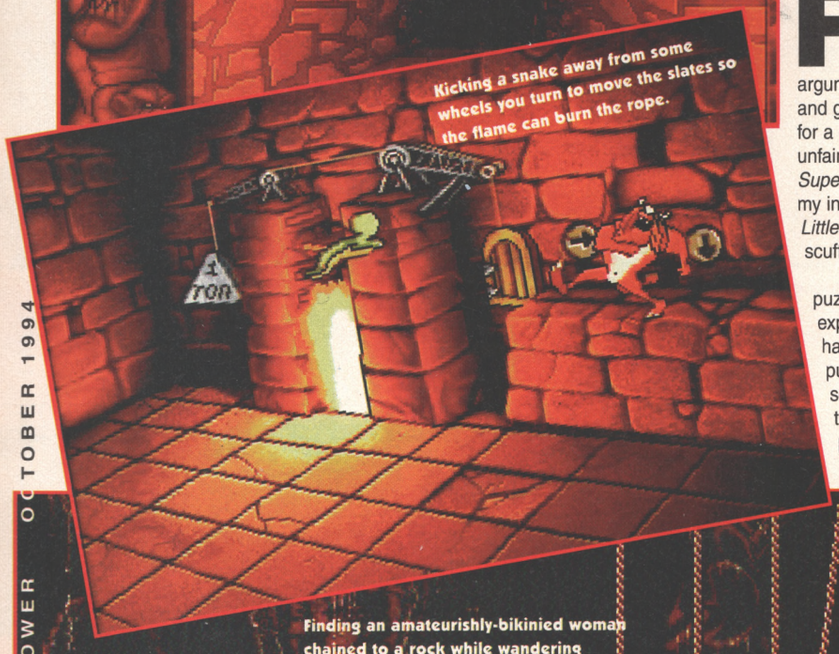
Braying triumphantly over shattered bones after defeating the skeleton guards.

LITIL

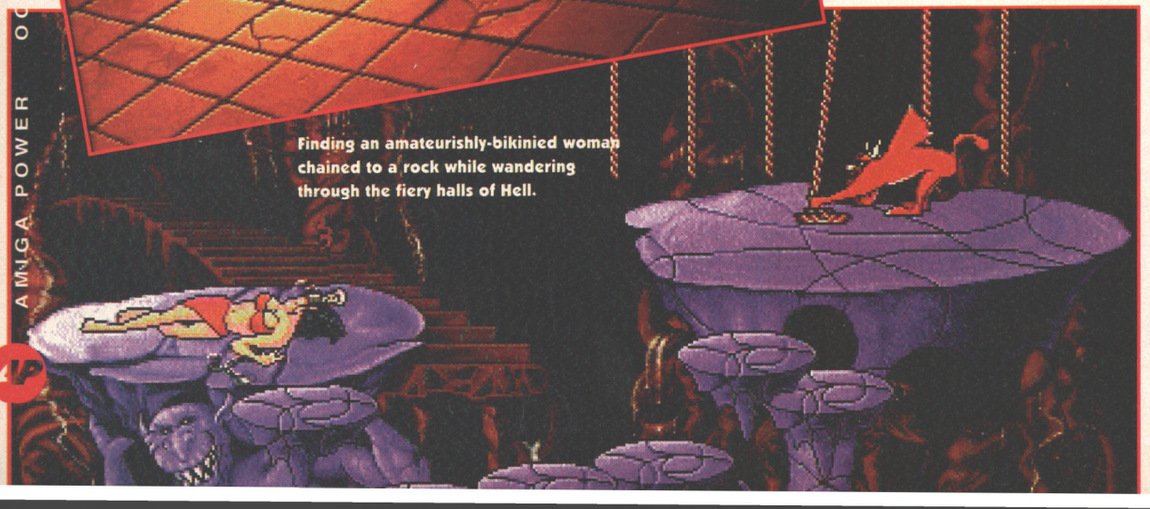
Well, at least it's not an 'n' game. (But we're going to change it anyway.)



Ill-advisedly ignoring the perils of the tunnels and rushing headlong through the maze – and paying the price.



Kicking a snake away from some wheels you turn to move the slates so the flame can burn the rope.



Finding an amateurishly-bikinied woman chained to a rock while wandering through the fiery halls of Hell.

Runs on: CD32
Publisher: Gremlin
Authors: Gremlin Ireland
Price: £30
Release: Out now

Folks, I'm reviewing *Little Devil* at the same time as *Super Stardust*, and both games neatly support the same argument. That argument concerns the difficulty of games and goes along the lines of it is impossible for a game to be too difficult, merely unfair. Whereas the sudden fiery deaths of *Super Stardust* were quite clearly my fault, my inability to get beyond level two of *Little Devil* is a problem to be laid at the scuffed loafers of the designers.

Let me regale you with an example puzzle from the game by way of explanation. The very room, in fact, that has defeated me. The idea of the puzzle is to get from the bottom of the screen to the top by leaping across a trio of spindly bridges. Plasma balls patrol the walkways, irregularly launched from spitting heads to bounce unavoidably along their allotted route. Since they are unavoidable, you have to jump back and forth from bridge to bridge in the best *Frogger* tradition until you can advance to a clear space. The speed of the balls and the sluggishness of your character, the demon of the title, makes completing the screen extremely tricky.

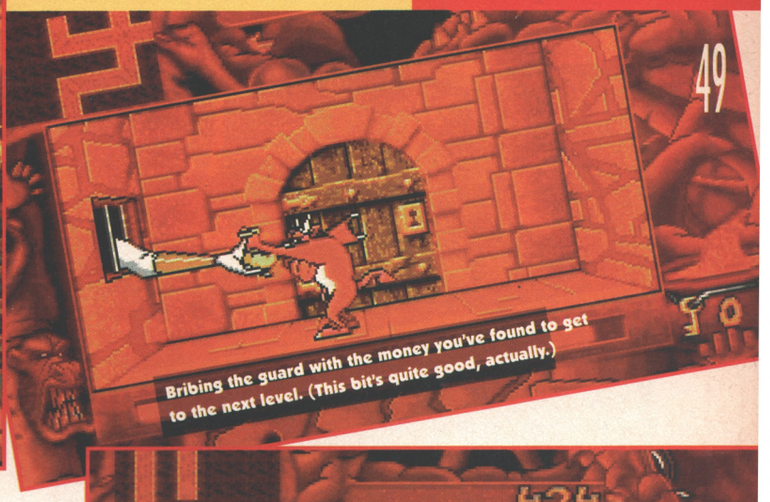
But that's not all. A section of each bridge is pointedly cracked and worn, and when you jump on to such a segment you discover why – it collapses beneath you, tumbling you into the abyss and leaving an awkward gap in the walkway.

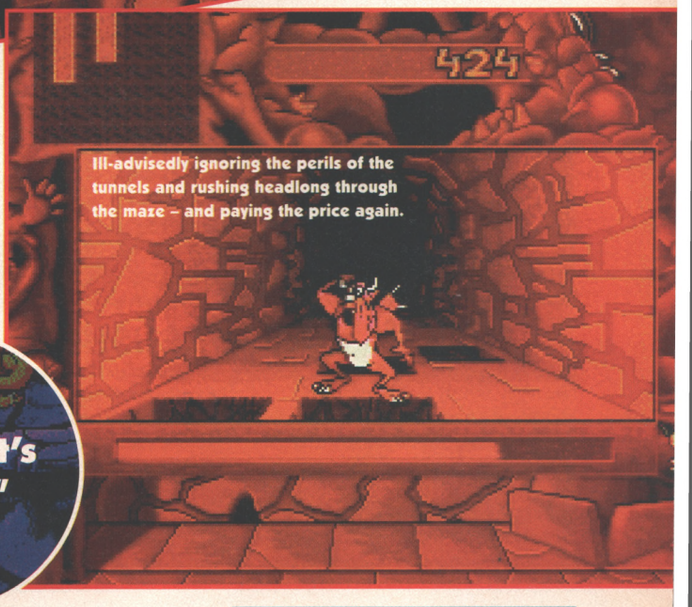
But that's not all. A small hopping monster constantly makes his way towards you, and if he catches you, knocks you off the bridge. You have to stay on the wrong bridge long enough for him to spot and follow you before making the jump you were planning all along. If the balls haven't got you by then, of course.

But that's not all. In common with the rest of the game, your demon has a bit of an independent view on movement. Sometimes he'll respond dutifully to your button-pushing, at other times he might go in completely the wrong direction. Or he might just not move at all. The rascal.

But that's not all. The creakingly forced perspective of the graphics makes judging jumps fiendishly difficult. Should you jump forwards? Left? Diagonally forwards and left? And once you've reached the far door (a feat I managed exactly twice) in what direction does the game consider it to be? It might appear to be forwards (or left) (or diagonally

Spraying the spider with insect repellent while avoiding the five baby spiders milling about.


Bribing the guard with the money you've found to get to the next level. (This bit's quite good, actually.)


Ill-advisedly ignoring the perils of the tunnels and rushing headlong through the maze – and paying the price again.

DIVIL

forwards and left) but, stunningly, lunging the joypad those ways seems to do nothing at all. I'd be tempted to say that, like so many other puzzles, you probably don't have the correct object to complete the screen (for example, a beat-'em-up room has you fighting a sumo wrestler but no matter how many blows you land your opponent shrugs them off and batters you to a pulp. Collect the pin from another room, however, and you can pop the villain like a balloon. There's no indication this might work and it's only after scrapping for a few, vitally soul-destroying seconds that the demon impishly takes it upon himself to use the pin on his own initiative) but since you've had no chance to pick anything up, that's obviously not the case.

But that's not all. Although this room is blocking the way – you can't get further into the game except by completing it – after six attempts, the room resets and you're thrown out. And you have to go back in again straight away, except it's not quite straight away because of the universally slothful but up until now not generally accepted to be mentally tortuously maddening CD loading times.

But that's not all.

GRUFF

When you start *Little Devil* – before getting to the game, or even the load saved game screen – you have to fight this troll on a bridge. It's a pointless exercise (no matter how many times you get hit, you can't be killed, and you start the main game with full energy), tediously unpredictable (sometimes your blows connect, sometimes the troll dodges them, sometimes he just flattens you before you can move), you can't skip it, and it appears to be there only to make you very angry before even beginning the game proper.

This consists of walking around some 3D tunnels that look identical except for the amusing obstacles scattered about (holes in the centre of the tunnel that you can't see until you're upon them and spikes at the sides of the tunnel that you can't see until you're upon them and many other similar irritations) and picking up energy-replenishing food or gold which you use to buy objects in the shop. It is, basically, a giant 3D maze with an auto-mapper (except the auto-mapper doesn't indicate in which direction you're facing, so you keep going the wrong way).

This leaves the puzzles. They're beautiful things. They glister. But, readers, as that wise old saying solemn-noddingly corroborates, they are not gold. They are, in fact, disguised versions of the walking along and hitting people beat-'em-up, the follow the leader shapes game Simon, and the board game Downfall where you twiddle interlocking dials to jog a prize into your hands. They are but a tiny, tiny part removed from the rooms of *Dragon's Lair*. That series of games, you will recall, required you only to move the joystick at certain points. In *Little Devil* you have full control over the character, but always within straitjacketing parameters.

"But that's not all"

LASERDISC

I tried to approach *Little Devil* as a player, all bright-eyed and excited about the prospect of the first real not-about-to-turn-up-treacherously-on-the-A1200 CD32 game. I've been cruelly and completely disappointed.

Mayhaps the remainder of the game improves sharply, but I can't equate drastic change with the initial levels' identical troll-maze-crashingly unfair puzzles structure. (The PC version certainly didn't get better, and if the programmers have beefed up the gameplay as they said they had last month, why put the rubbishy bits first? It doesn't make sense.) *Little Devil* is an extremely poor game, and that is that.

● *JONATHAN NASH*

UPPERS The animators of *Little Devil* really have got the hang of timing. The demon's got character, the monsters are splendidly villainous and the gags are funny (my favourite being the bit where the demon shines a torch under his chin to scare away some monsters). I've never really rated the *Dragon's Lair* graphics (they're large and fast and smart and clear, but the gags are just flurrying slapstick) but *Little Devil* really impressed me. Just the right amount of sound, too: the music's nondescript lute stuff, but the incident-triggered voice effects crisply enliven the action.

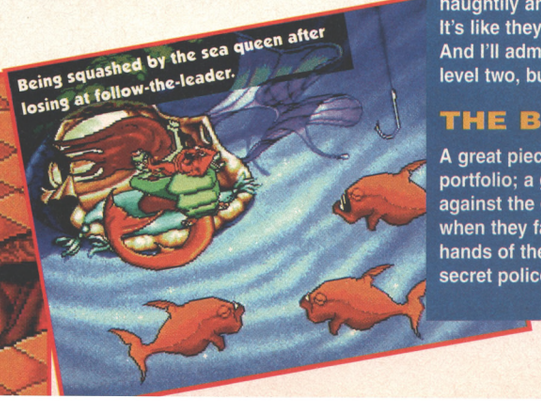
DOWNERS Depressingly predictably, the gameplay. Unfair, simple-minded, repetitive in the tunnels, unfair, simple-minded and haughtily antagonistic in the rooms. It's like they didn't want you to play. And I'll admit that I've only got to level two, but not for want of trying.

THE BOTTOM LINE

A great piece for the artists' portfolio; a great piece of evidence against the designers when they fall into the hands of the ruthless secret police.

22 PERCENT

I don't want to talk about this bit. But it is grotesquely difficult and has completely defeated me.


Being squashed by the sea queen after losing at follow-the-leader.

DETROIT

Runs on: A500, A600, A1200
Publisher: Impressions
Authors: In-house
Release: Out now
Price: £35

I like driving in my car...

This is a management simulation, this is. Starting at the dawn of automative technology, you are the president of a car company. By your financial wizardry and expert marketing nous you are supposed to create the next General Motors. (*Hurrah! – Michael Moore*). You design cars (hooray), you build factories and sales offices (hmm), you hire and fire workers (yawn) and assign them to different individual projects (big yawn), you get drowned in tedium by setting their wage levels (zzzzz), you have to set the budgets for your marketing spend (aaargh) and then, three years into the game the computer mysteriously builds a level eight factory for you in Mexico along with minus 86 sales offices and your modest annual profit of $3,000 or so becomes a $4.5 billion loss and you have to start all over again. (Picks up computer, thinks about smashing it against wall, looks round, realises everybody is staring, sits down.)

I hate this game. I despise it. I hate its stupid, insipid control system. (*Hang on – 'insipid control system'? – Ed*). For example – and you really only need one example – different parts of the game use different key letters to represent the same command. So instead of learning to move speedily around the various screens you end up peering at the screen and trying to decide which of the many letters in the command you're trying to use is the one you have to press as a key letter. Nnggh, as JD would say, were he here. (*Which I am, of course, and not, for example, on holiday on deadline week. Or anything. – Ed*)

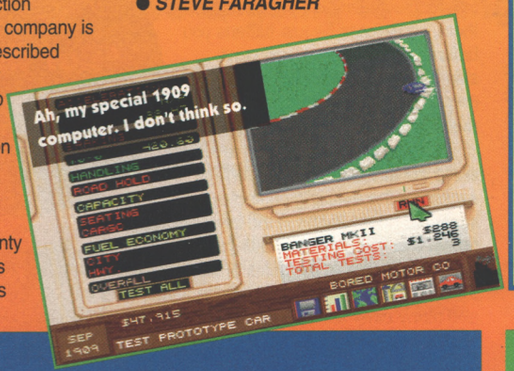
CRUSHED

Worse still is the way in which the game forces you to perform every action repeatedly. The running of the company is broken down into tasks as I described earlier, but as the years roll by the tasks don't change to keep you interested. No, they just have to be repeated more often so that what once bored you when you had to do it for one sales office now crucifies you when you have to do it for twenty – step by painstaking step. It's simply no fun. *Detroit* promises interest and then destroys every last bit of it by its awful control system.

INDUSTRY

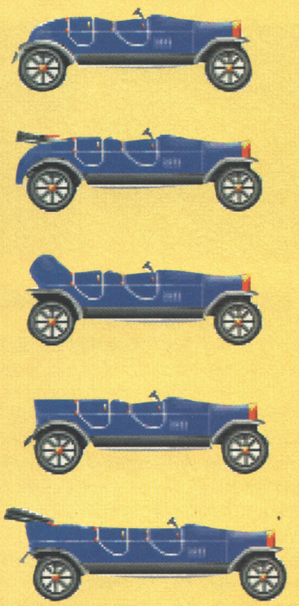
Don't mistake me for somebody who doesn't like management sims either. I'm a *Railroad Tycoon* fanatic. I'm a *Sim City* nut. *Theme Park* has had me doing metaphorical back-flips with joy. But this stinks. It stinks of cash-in. It stinks of small-minded greedy people who have looked over the shoulders of other people's success and thought – how can we get our grubby hands on some of this money? The authors of this game must KNOW that it's tedious. Don't buy it. Don't encourage them. Don't let them get away with it.

● ***STEVE FARAGHER***

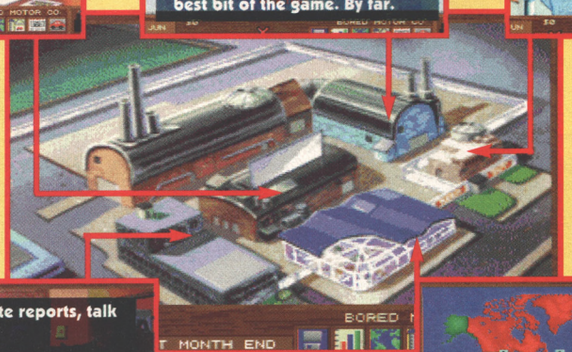


DIAL-A-CAR

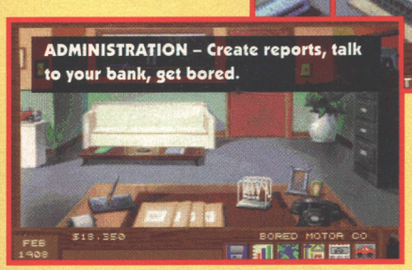
Car design is easy. Look – just by changing the rear end I've created five distinct models. Hurrah.



UNBEARABLE EXCITEMENT



From the main screen you choose any one of the five departments that form the company. After you've given them instructions you perform a 'month end' and all their orders are carried out simultaneously. Simple.



UPPERS Designing cars is good.

DOWNERS Any good management sim should relieve you of the basic day-to-day tedium of running your railway, or city, or car factory or whatever, leaving you to get on with the fun of building, researching, skimping on safety features and making pots of cash. But *Detroit* doesn't. It revels in its numbing ability to bore.

THE BOTTOM LINE

A1200 Rather than playing this game I suggest you go down to your local technical college and enrol on an accountancy course. It'll probably be cheaper and you're likely to have a far more interesting time.

27 PERCENT

THE BOTTOM LINE

A500 Crappier graphics, slightly slower.

BATTLETOADS

Level two: The swinging-down-a-cavern level. It's cack.

It'd probably be best not to try licking them – you might turn green.

The simultaneous two-player mode's a bit cack – no more baddies appear, so it's twice as easy. No one wanted to play with me here, though. Sob.

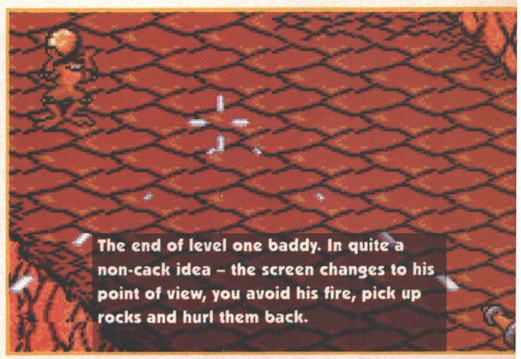
Game: Battletoads
Runs on: A500 and A600 (1 meg), A1200
Publisher: Mindscape
Authors: Rare
Price: £20
Release: Out now

Battletoads, before you consider exciting yourself over the emergence of the most long-awaited game in Amiga history, is cack. Our seeds of suspicion that this might be the case were sown by the fact that Mindscape didn't even see fit to send us a review copy. Were they just having a busy week? Had they just forgotten? Or does it rather suggest that they thought if they put it in a nice box and got it into the shops before we at AP had a chance to dissuade you otherwise, it might just sell? *(Who can tell? – Ed)*

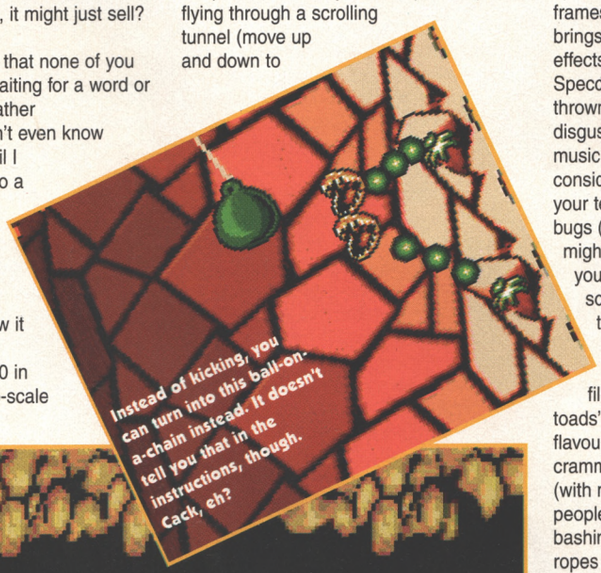
We can only hope that none of you acted before sensibly waiting for a word or two from us because, rather embarrassingly, we didn't even know *Battletoads* was out until I inadvertently walked into a computer shop in Bristol the other day (to try to get recognised – still no luck, though) and, in an unguarded moment, saw it on the shelf. Or more correctly, reduced to £10 in the Bargain Bin, a large-scale version of which should surely be constructed, and into which all copies of *Battletoads* should be flung to rot for ever more. We often tell you here at AMIGA POWER that games are 'crap', but if there was ever a reason for relaxing Future Publishing's rules on swearing, then *Battletoads* is it; this game is not so much crap as *("Quite clearly" – Ed)* terrible.

WARTS

Battletoads is divided into twelve levels. The first is a scrolling beat-'em-up, very much a poor man's *Golden Axe* (walk up to baddies and press Fire), the second is like that bit in *Ghostbusters 2* (the game) where you are lowered down a cavern on a rope (swing into baddies and press Fire), the third has you in a spaceship flying through a scrolling tunnel (move up and down to avoid the rocks and press Fire), the fourth is a vertically scrolling version of the first and, from what I gather from the positively ancient NES original (on which this is based), it carries on in pretty much in the same vein from there on.



The end of level one baddy. In quite a non-cack idea – the screen changes to his point of view, you avoid his fire, pick up rocks and hurl them back.



Instead of kicking, you can turn into this ball-on-a-chain instead. It doesn't tell you that in the instructions, though. Cack, eh?

Battletoads – it's not very good.

SCHWARTZ

"Everything" is of course the answer to the question "Okay, but what exactly is the problem?" The sprites are tiny with only three frames of animation, the scrolling brings tears to the eyes, the sound effects are so bad they'd make a Speccy blush, and (if you haven't already thrown a brick through the screen in disgust at the appalling backdrops) the music would have you seriously considering ripping the speaker out of your television. There are programming bugs (jump over a gap and the screen might not scroll in time to let you over; you can kill baddies off-screen, and sometimes even walk off yourself), there are blatant design flaws (you can fall off the edge of level one – great) and the manual is awful, filling you in for eight pages on the toads' ages, history, hobbies, favourite flavours of Cornetto, etc, and then cramming the controls into seven lines (with no mention of how to barge into people on level one, or how to turn into a bashing ball while swinging down the ropes on level two. Cheers). Having such a varied line-up of levels was stupid (you can't help thinking that if they'd got the beat-'em-up bit right and moderated the rest into sub-games, it wouldn't be quite so bad) *(Er, Rich is obviously complaining about the variety of levels being poor, rather than dismissing the variety itself as a silly idea. – Ed)* and, oh, I give up.

Battletoads is cack, right, and if it gets ten percent it ought to count itself extremely lucky.

● *RICH PELLEY*

UPPERS At long last, finally, eventually, boy-we-previewed-this-so-long-ago-I-don't-think-my-voice-had-even-broken-then, you can play *Battletoads* on your Amiga.

DOWNERS Don't, however, expect your computer ever to speak to you again if you try.

THE BOTTOM LINE

There is absolutely no fun to be had playing *Battletoads* on the Amiga. It's chronically badly-programmed, and the only reason you'd ever carry on playing past your first game is to see what all the levels look like. Quite frankly, this never ever should have been released.

9 PERCENT

THE BOTTOM LINE

A1200 If you thought the A500 version of *Battletoads* was bad, then you should see it running on a A1200. It's exactly the same.

SIMON THE SORCERER

Runs on: CD32
Publisher: Adventure Soft
Authors: Simon and Mike Woodroffe, Alan Bridgman and others
Price: £34
Release: Out now

A question, dear readers. What's the point of saving your position in a game? I'm predicting that you'll be saying something like, "Why, so I can turn off the game, play something else, and, perhaps weeks later, load up the original game and carry on from where I left off, you fool," in which case, you'll be crushingly disappointed by *Simon the Sorcerer CD32*. The save routine all but fills the CD32's store memory, destroying saves from other games. Equally clumsily, if you then play another game and save your position, it will overwrite the *Simon* save. So you either have to play *Simon* exclusively until you finish it, or resign yourself to restarting when you play again. It's more than annoying, it's downright infuriating.

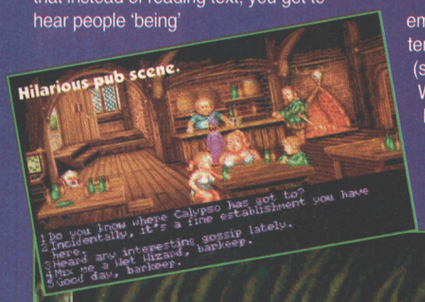
OMNES

But you don't want to hear about that. You want to hear about the all-talking version of the game. Which this is. Yes, in a shockingly innovatory sort of way, Adventure Soft have rewritten the game so that instead of reading text, you get to hear people 'being' the characters in the game. It's a bit like a radio play, with pictures.

Now, being uncharacteristically appreciative of the aesthetics of a game with no regard to the design, this is a terrific idea. No matter how good a script, it's the delivery that counts. Look at, say, the Bilko scripts. They read well, you get the jokes, but it's not until you see Phil Silvers smirk his way through the show, machine-gunning the gags, that the scripts come to life. Yes indeed, I predict that once these 'talkies' get into their stride, we'll all have a lot of fun. Right, critical head back on.

Being at the forefront of 'talkie' games (*Darkseed* being the only other one), you'd expect *Simon* to have a few teething problems. What you don't expect are the glaring faults. The speech breaks up, misses words, and, in one memorable scene involving a troll bridge, clashes so badly with the background samples (in this case, a running waterfall) that huge chunks of it simply disappear. There are also minor but madly strange bugs involving Simon saying something that's just obviously wrong: for example, examine a statue and he'll remark, "I have something else to show you." And there's not even a token attempt at lip-synching. (Yes, I know, but it does affect the atmosphere, as anyone who's seen a dubbed film will attest).

But most unfortunately, the actors employed to play the characters are fairly terrible. Apart from the two headliners (sitcom stalwart Chris Barrie and Bloke Who Does Voices On Spitting Image, Roger Blake), the cast of unknowns performs as if at a school play, swapping timing and characterisation for silly voices and flat reading. Everyone plays more than one part, and you can tell instantly who's doing whom because they always sound exactly the same.



DIRECTIONS

But let us not heap blame upon the actors. The script is diabolical. Jonathan's already dismembered the insipid humour in AP34, but I shall add that, unlike, say, oooh, what, *The Secret Of Monkey Island*, the jokes of *Simon the Sorcerer* just don't travel. It's a bizarre experience, listening to the oh-so English Barrie deliver lines about "pizza bars" and "quarters" in his famously arrogant, flared-nostril style. And because you can't bypass single lines, or opt for the text version or anything, you have to endure the whole script, because, obviously, if you skip stuff you'll miss something important. (Remember, because of the stupid save routine, you'll be playing this to the end). So you sit there and fume while an owl mumbles its way through a huge speech riddled with clues, or while some wizards swap inconsequences before coming to the point, or while a depressed green lizard witters on about its non-existent friends before asking the vital question, or any one of a hundred exasperating sequences.

The actual game's unaltered from its Amiga incarnation: teasingly beautiful graphics that disappoint when you realise nearly everything on screen is scenery, tiny objects, blindingly obvious puzzles, a maze right at the beginning of the game, foolishly empty locations and dead ends, and shatteringly poor music. It is, basically, an utterly ordinary point-and-click adventure, and no amount of 'talk' can change that.

● JONATHAN NASH

UPPERS Really gorgeous graphics with hundreds of main and incidental animations. Jokes a-plenty. You can't get killed. Splendidly sensible use of CD32 joypad. It's like an eager puppy, frisking and gambolling excitedly with a toy in its desire to please.

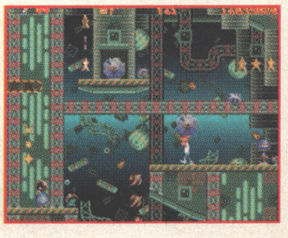
DOWNERS But one you have to kick and throw in the river because it bites the children. The 'talkie' stuff annoys no end, but you have to put up with it. (*Darkseed* did it all better with text and optional speech). The save game feature is preposterously terrible, the puzzles are spread thinly over the pointlessly large playing area and the jokes just aren't funny. They really aren't.

THE BOTTOM LINE

A refreshingly different idea, but one that hasn't come off. Better writing would have helped the 'talkie' side, a closer look at the compact trickiness of, ooh, what, *Monkey Island* would have helped the sprawlingly colourless gameplay. It's at least 17% more annoying to play than the 'silent' version, so it's losing marks.

57 PERCENT

MIGHTY FUN MAX POWER



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JETSTRIKE

Runs on: CD32
Publisher: Kompart
Author: Rasputin
Price: £26
Release: Out now

Despite the fact that it looked and played like some sort of elaborate PD game, the original version of *Jetstrike* (AP32, 68%) managed to impress us enough to include it down at the tail end of the AMIGA POWER All Time Top 100. There was no getting away from the fact that it was flawed through and through, not least with the fact that for every minute of game time, you had to endure an almost equal amount of disk accessing. Being available on a bright and shiny CD has seen off that problem, but it's still an odd catalogue of quirky idiosyncrasies.

For a start, the between-game graphics are mostly terrible (although there is a pretty good logo you get to see during loading breaks, and it doesn't say the usually irritating 'Loading, please wait' so no marks lost there). The grammar of the mission briefings sucks, with such howlers as "fly out and make them ecology," whatever that might mean, and the radio messages that pop up occasionally ("This is the tower, you're cleared for take off") sound spookily like a passer-by who's had a tape recorder shoved under his nose. Professional voiceover work this ain't.

ANNIHILATION

The basic game idea's primitive, being only one step above the ancient Spectrum game *Harrier Attack*, with you flying either left or right across a wraparound screen to shoot or bomb things. There's something tragically wrong with the flying model, which results in planes stalling as they turn, or bizarrely hanging in the air, nose up, tail down for anything up to five seconds. This is particularly noticeable during air combat which invariably ends up with the two planes comically and unrealistically circling each other. And the music marks an all-time low for video games, with Top Gun-inspired punchy MOR rock songs written, performed and recorded (we have to presume) by the programmer's friend in his mum's living room. However...

"Flying fast jets through narrow tunnels"

Once you've started playing, it's kind of hard to stop. I think my problem is that it's been programmed by someone dangerously obsessed with the modern military, so instead of ten or twelve planes and a few helicopters, there's pretty much every single modern military aeroplane to choose from, each with suitable sound effects. If you choose the A-10 Warthog for instance (my fave plane), you get a realistic turbine whine and a staccato chainsaw rattling every time you fire the Gatling gun, which certainly made my day, especially when I roared towards a poorly-defended convoy and blew the blooming (*"Bejabers" - Ed*) out of it.

Although the air-to-air combat's poor, the main game's set around ground attack, which is fearsome fun with huge explosions on land and groovy splashes at sea. You get a number of missions across the same terrain, so taking out targets early on helps you later, and should the prospect of blowing things up bore you, you can always go on to the stupidly hard and hugely entertaining Aerolympics section, which gets you doing dumb things like flying fast jets through narrow tunnels.

Despite all its problems and a few annoying glitches, Rasputin have finally produced a jolly satisfying version of *Jetstrike*, with the CD cutting down accessing time to the point of welcome invisibility and the new backgrounds and weather effects improving the overall look of it. They've also used the joypad wisely, which gives it a huge user-friendly advantage over the clumsy joystick-keyboard combinations of the original. But best of all, it's just good old-fashioned fun to play. And those explosions – phwoar, eh lads?

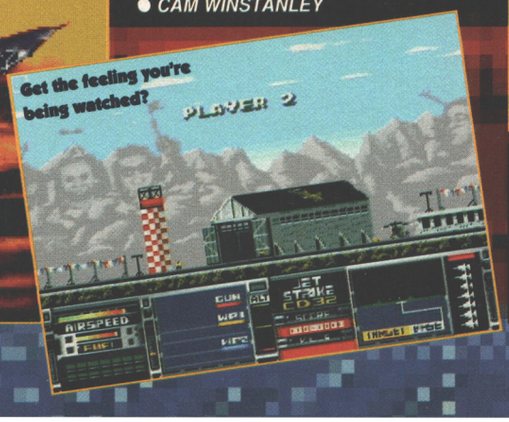
● *CAM WINSTANLEY*

Left to right; take 'em all out. Easy.

Another HUGE explosion to add to the record.

Bird strike. You get to ruffle more than a few feathers in this game.

Try flying this through a dark, narrow tunnel.



Get the feeling you're being watched?

UPPERS Even bigger explosions, bonkers missions, hundreds of planes and bombs and lots to entertain the modern military obsessive.

DOWNERS The music's terrible, there're still some odd glitches in it and most of the in-between screens still need more attention paid to them.

THE BOTTOM LINE

The move to CD has been good for *Jetstrike*, and once you get past the odd control system (clockwise and anti-clockwise rotation – for flip's sake), you'll have a great time. It's quirky, it's wacky, and I like it lots.

81 PERCENT

THE BOTTOM LINE

A1200

There'll be an identical hard disk-installable version out soon which will even allow you to use a CD32 controller. I approve.

POINTS OF VIEW

This month, for a change, we are virtually in complete agreement. If only it showed on our faces.

SUPER STARDUST

RUFF 'N' TUMBLE

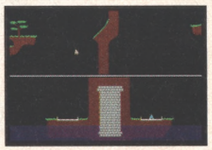
THEME PARK

TOP GEAR 2

LITIL DIVIL

DETROIT

BATTLETOADS


GRAVITY FORCE 2

JONATHAN DAVIES	Clotted cream teas ★★★★★	Making a sandcastle ★★★★★	Special ice-cream ★★★★	Seaweed ★★	Crabs ★★	A wasp ★	Looks like rain ★	Started playing it again ★★★★★
CAMERON WINSTANLEY	Buy it ★★★★★	Buy it ★★★★★	Buy it ★★★★★	Don't ★★★	Don't ★	Don't ★	Don't ★	Still playing it ★★★★★
STEVE FARAGHER	Gasp ★★★★★	Phew ★★★★	Cor ★★★★★	Wot? ★★★	Ha Ha Ha ★	No No No ★	Gertcha ★	Haven't played it yet
JONATHAN NASH	Super ★★★★★	Rough ★★★	Theme ★★★★★	Top ★	Little ★	Detroit ★	Spawn of the devil ★	Still playing it ★★★★★
RICH PELLEY	Looks good (haven't played it) ★★★★★	Haven't played it	Looks good (haven't played it) ★★★★★	Haven't played it	Haven't played it	Haven't played it	Cack ★	Ought to play it ★★★★
HORACE DOVE-EDWIN	Really quick ★★★★★	Very quick ★★★★	Where's the ice-cream and stanozol ★★★★★	There's Linford in his car ★★★	There's a small red demon with a pizza ★★	I think I've broken the time barrier ★	My chest hurts ★	Does this plane go to Sierra Leone? ★★★★★

ON SALE 20TH OCTOBER

NEXT MONTH

IS THE MONTH THE FES TAKES PLACE

Hurrah. But that's not all. The November issue of AMIGA POWER will exhaustively introduce you to the amazing, multi-ball *Pinball Illusions*, with an exclusive review and an equally-exclusive coverdisk demo. It will also contain many other items of interest to Amiga games players.

AMIGA POWER will exhaustively introduce you to the amazing, multi-ball *Pinball Illusions*, with an coverdisk demo. It will also contain many other items of interest to Amiga games players.

MONTH

Unbelievable graphics

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The magazine

The 1st of November 1994

WHATEVER NEXT?

However often we get to do a next month page it's not often enough for us. There's nothing we like more than sharing our hopes for the future with you, our beloved readers. Next month for instance we've got five weeks to cobble together our usual load of nonsense instead of the usual four. "What does this mean to us, the readers?" we hear you ask. Well frankly very little. It does mean that we get to hang around for three-and-a-half weeks instead of the customary two-and-a-half, playing *Gravity Force 2*, doing as much freelance for other magazines as is humanly possible and indulging ourselves in overly priced and, we trust, humorous photo-shoots to grace these hallowed pages before getting down to our normal high-pitched, ten-day frenzy of magazine production. Yes, it's not easy being one of the mightiest beings ever to produce a computer games magazine. Certainly not.

AMIGA POWER

AMIGA POWER 43 WILL BRING YOU:

PINBALL ILLUSIONS
We gave *Pinball Fantasies* 91%. And a demo of its sequel will be on our coverdisk. So get down the newsagents and book your copy now... Go on – don't just sit there slack-mouthed and awed.

PINBALL ILLUSIONS II
And! We've got a great competition for all you budding artists to enter, so get sharpening your pencils and, er, brushes.

FIFA SOCCER
It'll be here (according to Nick from EA). The long awaited and terrific looking football game that will go head-to-head with our all-time favourite, the mighty *Sensible Soccer.* Will anybody be left standing? Will we invade the pitch? Can we finally beat Argentina 10-0? All these questions and more will probably be answered in our GARGANTUAN review.

DREAM WEB
We will definitely have the eerie and intriguing *Dream Web* next month and not, for example, be forced to write a humorous next month page in the last few minutes of deadline due to our shoddy unprofessionalism. No.

AMBERMOON
Will also definitely be here. Most likely. Or possibly not. Again.

FLIGHT OF THE AMAZON QUEEN
Is a fantastic looking and very funny point and click graphic adventure from down under. We previewed it in AP 38 and loved its quirky Aussie humour. We will, of course, (possibly) be reviewing it IN DEPTH next issue.

BATTLETOADS
Er, strangely, and against all precedents, turned up this month. Luckily.

AMIGA POWER

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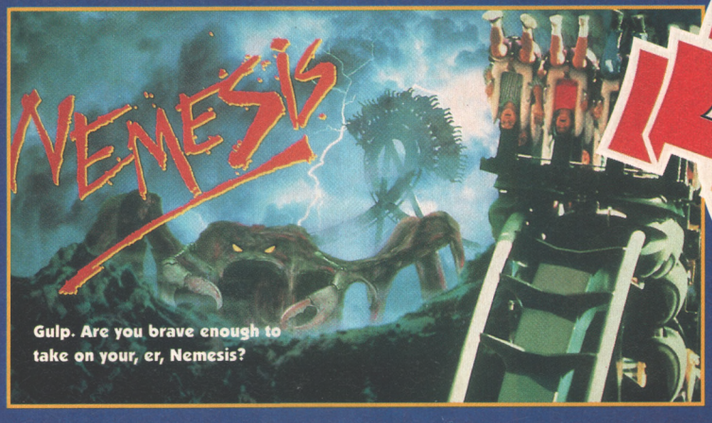

RULES

1. Employees of Future Publishing and Empire who try to enter will be given many a sleepless night.
2. The competition goes to bed on 31st October 1994. (Publishing joke.)
3. The editor's decision is final.

There are two sorts of dreams. There are the ones you have when you're asleep – the sort currently under threat from from the forces of evil (if the architects of Empire's new game *Dream Web* are to be believed). And there are the ones where you imagine yourself doing something more exciting and more worthy than you are now – for example, being subjected to in excess of four times the force of gravity while hanging upside down at the bottom of a 30-metre-deep chasm. And that's just what the winners of our competition will be able to do when they visit Alton Towers for free and meet their Nemesis on the brand new ride of the same name.

NO, YOU'RE NOT DREAMING

It really is true. Our first prize winner will be able to take nine (9!) chums to Alton Towers and get in for free, taking home a copy of *Dream Web* as a souvenir. And the five runners up will each get a pair of tickets to Alton Towers and a copy of *Dream Web*. The only thing is, Alton Towers will be starting to shut down for the winter by the closing date, so you'll probably want to wait until next March before using your tickets. You know it makes sense.

BUT!

But, to stand a chance of winning, you'll first have to match ten famous movie dream sequences with their films. You know – 1 d, 2 f and so on (or whatever). Write the answers on the back of a postcard and send it to:
Dream on Sunshine,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW,
to reach us by 31st October 1994.

THE DREAM SEQUENCES

1 Michael Caine, in a nightshirt, dies at the hands of a skeleton, and is mourned by a frog, a pig and a bear.

2 Our hero marries his childhood sweetheart, settles down and lives happily ever after – but then wakes up to find himself nailed to a cross.

3 A woman watches the world being obliterated in a vast nuclear explosion. But – phew – it was only a dream.

4 Our hero dreams he's a famous fashion designer, then wakes up to discover he's actually an ordinary man – and is inexplicably disappointed by this.

5 A unicorn gallops across the screen, proving that Harrison Ford is a robot.

6 A mineworker discovers he's actually a spy. Or is he? Or *is* he? Or IS he? OR IS HE? *OR IS HE?* Etc.

7 A young girl is approached by several strangely-dressed men, who help her to kill a pair of old ladies.

8 An animated soft toy hallucinates about singing sweet-toothed monsters who are coming to get him.

9 Accosted by a woodland creature, our heroine survives, against all the odds, a terrible fall and goes on to overthrow the monarchy.

10 Following the dramatic rescue of a small orphaned deer about to be carried over a waterfall, Ken presents the animal to Eileen and wins her affection. But – oh no – he awakes to find himself severely injured at the foot of the waterfall from his dream. The rescue has in fact failed.

THE FILMS

a) Alice in Wonderland
b) The Muppet Christmas Carol
c) Terminator 2
d) Total Recall
e) The Secret Life of Walter Mitty
f) Canoe Squad (the feature-length pilot episode)
g) Wizard of Oz
h) Winnie the Pooh and the Blustery Day
i) Blade Runner
j) The Last Temptation of Christ

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– Cam Winstanley, AMIGA POWER issue 32

MORTAL KOMBAT AP RATED 86%

"Incredibly solid and meaty thumps and crunches that really make it feel like you're inflicting some damage... deeply satisfying in play... the Amiga's best beat-'em-up to date."

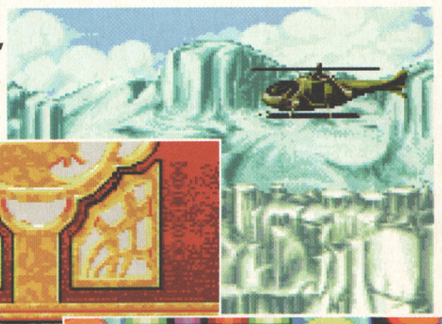
– Stuart Campbell, AMIGA POWER issue 33

ZOOL 2 AP RATED 86%

"Fast, colourful graphics... You should see Zooz spin and swan dive and float, she's beautiful... if you're looking for one stonking platformer, with all the trimmings, then look no further..."

– Steve McGill, AMIGA POWER issue 33

Thrill! To the death-defying, er, thrills of *Cannon Fodder* or *Mortal Kombat*.



Swoon! At the beauty of Zooz in *Zool 2*. And it's all for free. From us.

3 WE'LL SEND YOU A FREE COPY OF AMIGA POWER ISSUE ZERO!

Er, yes. As an extra, nostalgia-tinged bonus, we've had a limited number of AMIGA POWER issue Zeros specially reprinted, and we'll give a free copy to everyone who subscribes. An essential part of any collection, AP0 was kind of a prototype for AMIGA POWER, and contains our first ever All-Time Top 100. It really did bring a tear to our eye when we suddenly discovered a huge pile of them lying in the corner of our warehouse. Oh no. What a giveaway.

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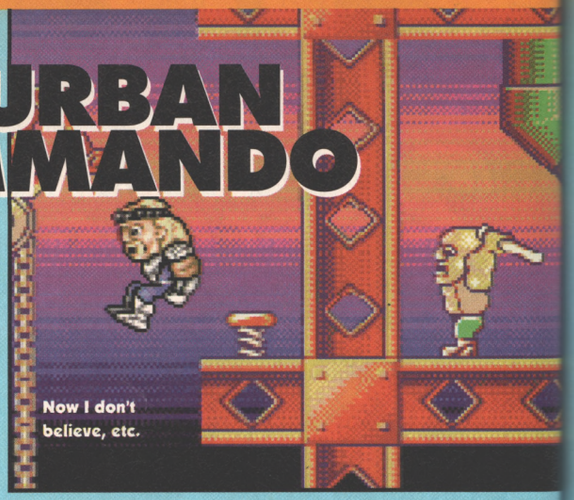
COMPLETE CONTROL

They've donated their brains for computer game research. They're knocking on the door of Silicon Heaven. There may be more to life than computer games, but as only those who have had the insight, patience and skill to investigate will appreciate, there is more to many a computer game than meets the eye. Rich Pelley reports...

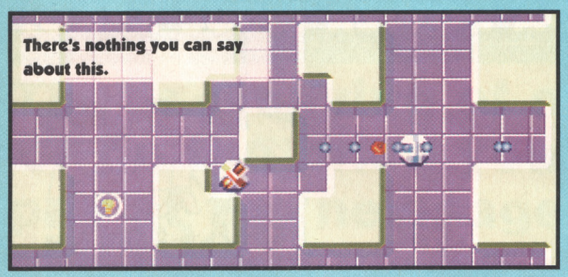
SUBURBAN COMMANDO



(Alternative)
The game featuring Hulk Hogan, surely the man with the second most ridiculous moustache to ever grace the upper-lip of a human being (Nigel Mansell's coming a close third, with the title left open for Jonathan Davies on the day he decides to grow one), *Suburban Commando* was concluded by one of our reviewers to be ideal budget fodder – in other words, not worth the cash, but worth a few plays if it was put onto a budget label. What our reviewer completely failed to include, of course, was any reference to Hulk's tache – how he ever gets it through customs is a mystery to me. I mean there are handlebar moustaches, and there are handlebar moustaches, but you could practically win the Tour de France with his.

There was very little talk of level codes during the review either, so here some are, courtesy of one of those infamous readers whose name has become detached from its letter.

Level two – PIXEDXE
Level three – THOMAS
Level four – POSTMAN PAT



TANKS 'N' STUFF

(AP40 coverdisk)
On the PD demo of *Tanks 'n' Stuff*, which came free sellotaped to the cover of issue 40, pause the game and press 'N'.You will have found a mysterious hidden game!

Tasar Rashid of Luton let us know about that one, and threatens that if we don't print his letter, he'll go out and buy an IBM PC. Which isn't really that foreboding, is it Tasar? Threatening to cancel your subscription, come round, torch the AP office and brutally murder our immediate families is a threat. Buying yourself a new computer, is not.

You want to waste your money? You go right ahead my boy.

SYNDICATE – AMERICAN REVOLT MISSIONS

(Bullfrog/ Future Publishing)
Due to a bizarre set of circumstances, there was no way of getting your hands on the Mission Disk to Bullfrog's excellent *Syndicate* until our sister (and now just round the corner) magazine, Amiga Format decided to publish it themselves. If you want more info give AF a bell, or if you simply want to order a copy send a cheque for £12.99 (made payable to FUTURE PUBLISHING LTD) to *Syndicate* Mission Disk, FREEPOST, Cary Court, Somerton, Somerset TA11 7BR. You will of course need the original *Syndicate* (available from Electronic Arts), but if you've already got one then don't forget to try out the exclusive mission on the front of AP38.

If it's tips you're after, then we've featured a whole host of stuff for the original *Syndicate* in issues 30, 31 and 33, and following you'll find some weapon and mission advice for the Revolt missions (from Russel Bagley of Halifax. Cheers, Russel – have a prize). You'll need to buy next month's issue for the conclusion, although if you can't wait there's always the (cough) Future Publishing Official *Syndicate* Playing Guide featuring all-new tips and strategies and a walkthrough of every mission of the original and the mission disk, available for £14.95 from the same address as the disk.

And finally, if anyone would like to buy a 'W' registration mark four Ford Cortina, with eight months MOT and 77 thousand miles on the clock, there's a man down my road trying to sell one.

THE WEAPONS

MINI-GUNS: Plenty of ammo and a half decent range make this a weapon that you really shouldn't be without.
GAUSS-GUN: Long range, enormous power, but severely limited in ammo. If a rocket isn't point-on then it won't damage your target, although the flames left by the explosion will set fire to anyone stupid enough to walk into them – it's almost worth sending in a rocket if, say, there are lots of agents coming down an alley. As an assassination weapon, the Gauss-gun is essential because it is powerful enough to kill people through walls.
LASER: The longest range, but if your target pointer doesn't glow red then don't expect the shot to be accurate.
LONG RANGE RIFLE: Range? – Long. Ammo? – Plenty. But power? – not nearly enough. It's only real use is for stopping cars, or, in delicate situations (such as when you have to avoid killing

10 PAGES OF INVALUABLE PLAYING TIPS START HERE

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MORTAL KOMBAT

(Virgin)

The underwater section of *Mortal Kombat*.

Lots of exciting things happened in issue 35. On page 13 in AMIGA POWER Recommends, we accidentally missed out a full stop – it was supposed to come inside the second bracketed sentence of the fourth paragraph, but we forgot. The shame. Then on page 43 we gave *Dangerous Streets* three, reducing our all time lowest score (previously held by *International Rugby Challenge*) by a percent, the sales of CD32s by a significant number of units (this was the free game supposedly showing you what great things your machine was capable of) and Flair (the programmers) to tears.

There was a feature on serial-linking, *Innocent Until Caught* on the cover, part one of our guide to *Cannon Fodder*, and lots of tips on *Mortal Kombat*, which is where Dominic Conneally from London comes in.

We've printed some cheats since issue 35, including one in the Last Resort which you might have missed (type in all the letters from A to U three times to be presented with a cheat mode where you can turn off Raiden's Body electricity, fight Reptile and lots of other stuff), but Dominic advises simply typing CATHULU. He's also included some corrections to the advice given in issue 35, hopefully to clear up any confusion that may have been caused.

To make Reptile appear, for one, you must win a double flawless fatality at the pit without blocking during the fight. Remember that you can just hold punch to block which can be particularly useful when trying to get Reptile to appear. Lui Kangs Death move is Down, Away, Up, Towards, Down, Away, Up, Towards and Fire – ie rotating the joystick twice in a circle and pressing Fire, whereas Sonya's Death move is Towards, Towards, Away, Away and Fire.

And most importantly, Dominic's decided to let us have some alternative playing advice as well – put this along side what we've previously told you (for playing as characters) and use it wisely to kombat your way to victory:

RAYDEN: His long legs are his strength. Flying kicks have a very good reach. Try a teleport when your opponent throws something at you, and torpedo him from behind.

LIU KANG: His supersonic kick is good for getting out of corners.

SCORPION: His Death move is particularly effective, but once the computer learns to block your combination of rope-uppercut and flying kick, things start to get tricky. Try to stay near the centre of the kombat zone so that you can always teleport out of trouble, and try to harpoon Rayden whenever you knock him down.

Goro – I didn't say he was stupid.

SUB ZERO: Not many special moves, so practice fighting without until you are good enough to hold your own against anybody, then the icefire can be dropped into any bout at the perfect moment, tipping the balance completely in your favour.

JOHNNY CAGE: Another character with a particularly lethal flying kick, but unlike Raiden his flying punch is good too. Leg sweeping the computer opponent often causes them to jump, leaving them wide open for a 'package check'.

SONYA: Speed is the key. Continue flying around to confuse your foe, then smash them in the head with a leg toss.

KANO: His uppercut's reach is more useful then you may be led to believe – back an opponent into a corner and all sorts of damage is possible.

GORO: If you just keep doing backward jumpkicks then he'll walk right into them. 'cos he's thick, I guess.

CYBERPUNKS

(Core)

Cyberpunks? "Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. 70 percent." Oh, that *Cyberpunks. (And that introduction. – Ed).* Here's some stuff from Jonathan Cowley of Leicester.

Level two – 471174
Level three – 159361
Level four – 066990
Level five – 135642
End Sequence – 297797

Also, by pressing 'R', 'G' and 'B' simultaneously with Fire and the left mouse button, the screen should flash to enable the following:

F1 to F5 – select a mission
1 to 4 – select a deck
A – use auto sentry
S – use party shield
D – use droid unit
Z, X and C – test weapons

Aaargh no! Not this screen shot again.

someone in a Persuade mission), for only inflicting minimum damage on a target. Remember that the time bombs can be set from a distance.

ENERGY SHIELDS: Useless when under attack by laser or Gauss-gun wielding enemies, but as police are not usually armed with such heavy weaponry, you should carry at least one per agent.

FLAMER: Cheap, tons of ammo and no one can survive a blast (except you). One or two in the group ought to do it.

AVOIDING ROCKETS: This is the best tactic to employ when faced with exceptionally heavily armed agents or guards. You should be able to hear the sound of Gauss-guns being fired, and so if you know where the enemy is lurking then you can move in accordingly. For instance if the projectile is coming in from the North, then move East or West (or if you are in group mode, click in the middle of your agents to scatter), and with luck the rocket will fly straight past you and provided the explosion isn't too close, you're safe.

THE MISSIONS

VENEZUELA

Be wary of the agents standing by the police car with with Gauss-guns. There are over fifty agents to contend with on this level, so don't forget to pack plenty of lead, lights and rockets.

If your energy gets low, head for a building, reduce IPA levels to a minimum and watch the scanner.

PERU

Head west and take the north road as far as it goes. If the train is coming, go up the ramp and jump in. You'll have some guards to deal with, and they have Gauss-guns. If you still cannot complete the mission then next time you start, engage the enemy to the sheltered blocks to the east before making to the train. It may have been destroyed by then, of course, in which case walk along the tracks.

COLOMBIA

Equip each agent with a Gauss-gun and a couple of shields so that you can clear the agents to the south in order to reach the east entrance to the north section. The guards will move from their positions. A Gauss-gun rocket ought to see most of them off, then head for the car to the far east of the city and take it through the door. Sweep the area, kill everybody off, and fire any rockets you have left into the target's house. He won't be pleased, so wait for him to come out and blast him with a Mini-gun.

ALASKA

Arm up with lasers. Move to the top levels and send agents one and two to the front car gate (lasering down the police cars and then lowering their intelligence), and three and four to the foot entrance. Once the Inspector is inside, agents one and two's intelligence can be increased.

NORTH WEST TERRITORIES

Have about three energy shields per agent. Activate shields and run straight through to the bridge and up to the Hit-man's house. Use Gauss-guns (or alternatively drop a time bomb inside). If you now lower your intelligence and move to the trees for the temporary protection the target should die (he may be on fire, of course...) before anybody is close enough to come in for the attack. remember, if someone is screaming, then they're still alive.

NORTH EAST TERRITORIES

Wait a moment and a car will drive in. Blow it up (it's full of guards), nick the police car and drive it just outside (so that the guy you are protecting can't get out) and jump out yourself. Make sure that no one it able to get close. Stay here and wait for the police car full of enemy scum, and let them have it with a laser. Destroy any remaining enemy agents, guards, police or anything else you find that moves. Move your police car and jump in your protection target's. He'll get out to see what all the fuss is about (his wife seems to have turned up too...), so just wait for him to get on with it.

DON'T FORGET

We have over 54 thousand readers a month, and it's less than 54 of you who write into this bit of Complete Control every issue. So that's one in a thousand, or 0.1 percent, which isn't very impressive, really. So come on, you might even get a prize in addition to the warn glow of helping your fellow man and getting your name in print. The address? Good thing you reminded me.

Complete Control,
AMIGA POWER,
30 Momouth Street,
Bath BA1 2BW

IMPOSSIBLE M

With our help, it's not that impossible you know

Right, there're a couple of ways we can approach this; we can either be frightfully adult and map the whole game and do all the usual tips (which would probably end up as a 300-page fold-out poster tip book on the front cover, and take about three years to compile) or we can just give you all the cheats and tips we could find and some general playing tips that would fit nicely over the next three pages and then let you complete the game if you want. Yeah, that sounds about right.

Hmmm. What are these sarcophagi thingies for?

GENERAL TIPS

As you'll no doubt be aware the levels in the game are MASSIVE, even early on, and the circuit pieces are also spread about the place very evenly. This means searching through the whole of the level, and that takes time, of which you've got plenty, as long as you don't get killed. And to avoid getting killed you've got to go down the long and dangerous road known as power-up collecting. You'll need weapons to destroy some of the droids and don't forget that ever-fabulous and very-useful jet-pac in order to reach those inaccessible places that could hold that vital last circuit piece.

Thankfully there's more than one way to collect power-ups – you could search all over the place and find them, but that would take ages and be too tedious. Instead, simply use the two sub-game terminals. Now you all know that they give you prizes if you win, but did you know that if you keep on winning at the same terminal, the choice of power-ups opens up to you, allowing you to get more than one of those elusive jet-pacs. You'll need to play it about six or seven times to get hold of the jet-pac, but believe me, it's worth it.

Playing the game does take time, but not as much as the three minutes you lose every time you die and once you've got a few jet-pacs dying should be less of a problem. Probably. Don't forget though, that as you go through the levels, the sub-games get harder and harder, so Be Prepared (as they say in the Scouts).

THE LEVELS

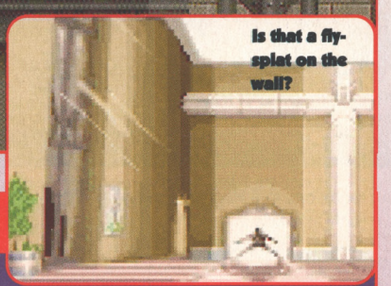
Right, so you've read the tips on avoiding the robots, you've read the tips on collecting the power-ups – that means you're now ready for the level.

Right, off you go, collect all the nine pieces of circuit board, find the Circuit Board Configuration terminal and then find the exit lift. What? Sorry, did you say, 'can't'? Oh yeah, it would be nice if I told you a bit about each level and the various differences between each one, wouldn't it? Okay, here you go then.

First, find a space...

Looks like someone's set off their car alarm, again.

Whatever you do, don't look down.

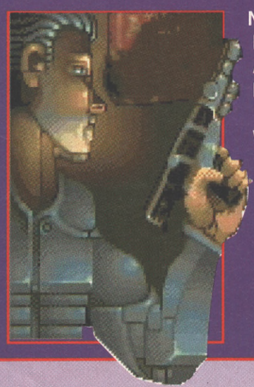

Is that a fly-splat on the wall?

ALL THE YOUNG DUDES (WELL, THESE THREE ANYWAY)

Three characters, and practically no differences between them. Well, obviously there are some differences (for one, Ram is made of some sort of alloy), but in the game they are basically the same. So if you like playing as a woman, a bloke or even if you want to live out a fantasy as a robot, then take your pick because it doesn't really matter that much.

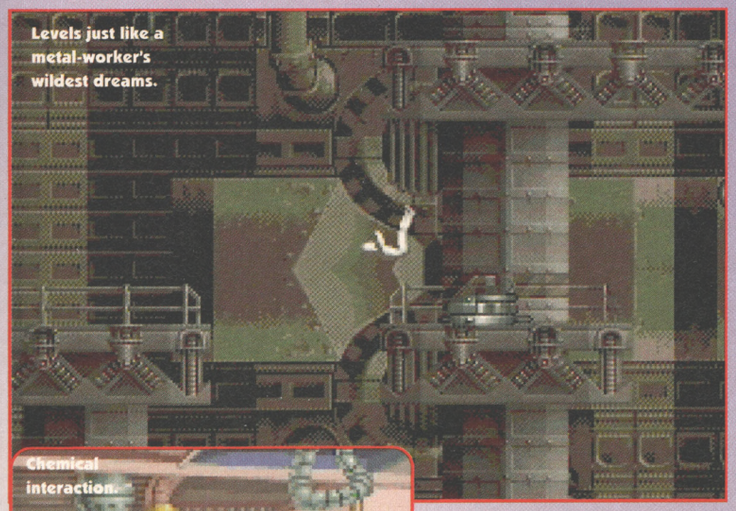
Name: Tasha
Number: XA4553HT
Age: 21
Height: 5ft 11 ins (1.80M)
Weight: 154lbs (70.00kg)
Special Skill: International Augmental-Gymnast

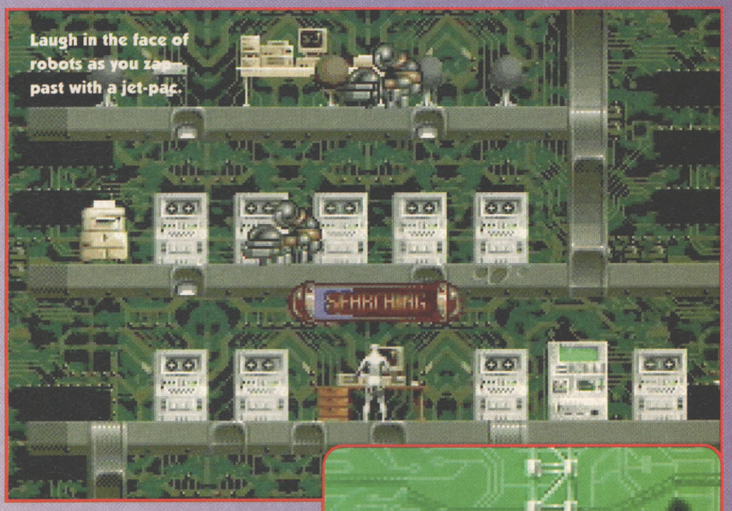
Name: Ram-2
Number: XR2297GF
Age: 2.3
Height: 6ft 7 ins (2.2M)
Weight: 1960lbs (890.9kg)
Occupation: Special Operations



Name: Felix
Number: X01153KL
Age: 32
Height: 6ft 3 ins (1.9M)
Weight: 210lbs (95.45kg)
Occupation: Riot Ranger (Retired)

MISSION 2025


Levels just like a metal-worker's wildest dreams.


Laugh in the face of robots as you zap past with a jet-pac.

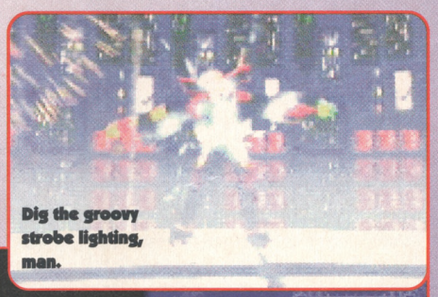
Chemical interaction.

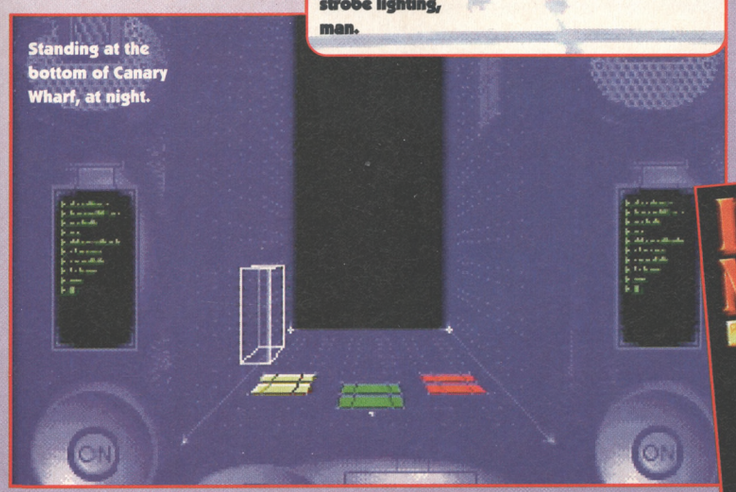
LEVEL 1 – CAR PARK

Each level, apart from the final all guns blasting confrontation one with Elvin, is split into three subsections. But because this is only the first level, don't expect too many problems negotiating the Car Park; simply use it as a chance to practise stunt jumping over a few robots. It'll stand you in good stead for later on... So don't say I didn't warn you. The third and final subsection at this level though is very large indeed so you'd be wise to plan ahead and try to get hold of a couple of jet-pacs in order to get everywhere you'll need to go.

LEVEL 2 – OFFICE SECTION

Now things are are starting to get a bit tough, and in a somewhat panicky state you might start thinking that the level seems to be stuck in 'stupidly large' mode and that there are more than enough (too many) maintenance droids and other robots to watch out for and there are loads of items to seek out, most of them with nothing in 'em. Well, you could be right. There are also loads of lifts to negotiate, so having a few Universal Lift Resets and Power Magnets handy is definitely the order of the day on these levels.


Dig the groovy strobe lighting, man.


Standing at the bottom of Canary Wharf, at night.

LEVEL 3 – INDUSTRIAL SECTION

Now things really start getting ugly, with these large, metallic and very dangerous levels. Once you've got hold of a jet-pac it's a good idea to fly around and take out a few things with your laser (keep a really close eye on your fuel level though – it's highly naff to plummet out of the sky just because you've forgotten to tank up...). Taking out the opposition now will give you the chance to fly around later in search of those circuit pieces you need.

All three levels will definitely take lots of practice to get past, but once you've found out where most of the circuit pieces are located you should be able to progress quite quickly.

Work yourelf into a mere shadow.

LEVEL 4 – COMPUTER SECTION

Phew! Just how big can these levels get? Not much bigger surely! Anyway, these levels are generally very sparse with several sections bursting with things to search through and there're always a few droids waiting for you to jump on to their platform. You're going to have to time your

CHEAT PASSWORDS

All the following passwords see you playing as Ram (the robot) and the reason they are cheat passwords is because they give you an enormous amount of time to finish each level and very little time on the clock already, though I'm not sure whether that's of any benefit really. Anyway, here're the codes...

Level 1: Car Park
ROCKYI, ROCKYV, ROCKYX

Level 2: Office Section
CHAIRI, CHAIRV, CHAIRX

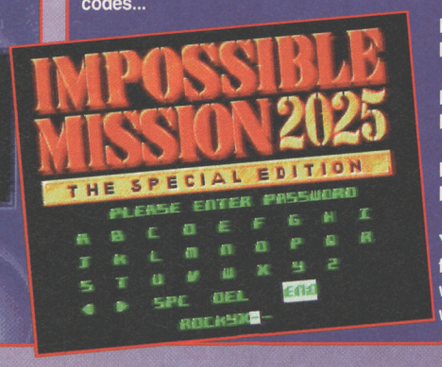
Level 3: Industrial Section
ROBBYI, ROBBYV, ROBBYX

Level 4: Computer Section
MICROI, MICROV, MICROX

Level 5: Construction Zone
FINALI, FINALV, FINALX

Level 5: Elvin's Pad
EMPTYI,

You may notice there are two level fives, don't ask us why, just take our word for it, okay? Right, now get on with the rest of these tips...



THE BEST OF THE POWER-UPS

Although all the power-ups are useful, there are really only a few that you should consider using or collecting from the sub-games. And these are the ones we recommend you get your hands on:

Jet-Pacs – Obviously these are the most important power-up. So get more than one if you can and don't forget you can fire a laser when you're in the air.

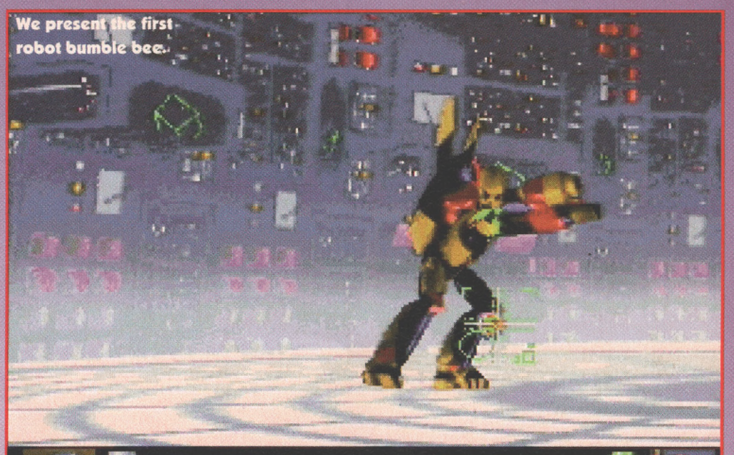
Cloaking Device – Useful when you need to search a lot of things, and that particular section is blocked by several droids. Limited use though.

Needle Gun – This will take out some droids but not others, and it only works in a short range, so use it carefully.

Power Search – If you can get hold of a few of these, and use them with the Cloaking Device, your life is going to be a lot simpler.

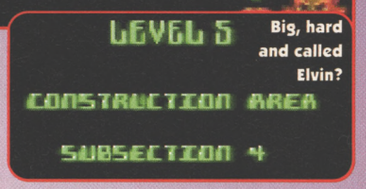
Auto Solve – Don't bother solving the puzzles, just get hold of one of these, use it straight away and then when you collect all the circuit pieces walk up to the Circuit Board Terminal then sit back and watch the fun.

The other power-ups are handy, but we reckon that with a stack of the above-mentioned little beauties you really don't need the rest and should progress through the game pretty hassle-free.



We present the first robot bumble bee.

Wow, it's just like an ice-cream sundae, with nuts.



jumps to perfection, be quick in getting out of trouble and, most important of all, take your time on the levels. You'll also need to have got used to a new technique: running and jumping off moving platforms. And there are plenty of them around as well.

LEVEL 5 – CONSTRUCTION ZONE

Right, this is the last set of normal levels and if you've got this far then nothing is going to stop you now. Everything you have sampled so far in the game is thrown in on the last level: massive levels, loads of items to hunt for, loads of platforms (both moving and stationary ones) and well, basically loads of everything. Still, if you've got this far you should now be able to handle all of these problems. And then you can face the might of the fearsome (and wierdly named) Elvin Atombender...

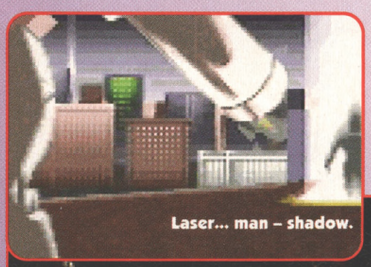
LEVEL 5 – ER, ELVIN'S PAD(?)

You've made it through to the end, and now all that stands between you and victory is Elvin himself and a very pitiful one-screen *Operation Wolf*-type level. You've got a shield and a gun, now simply fire the gun at Elvin when he's not using his shield and use yours when he's firing at you. Of course the shield doesn't last very long at all, so be careful.

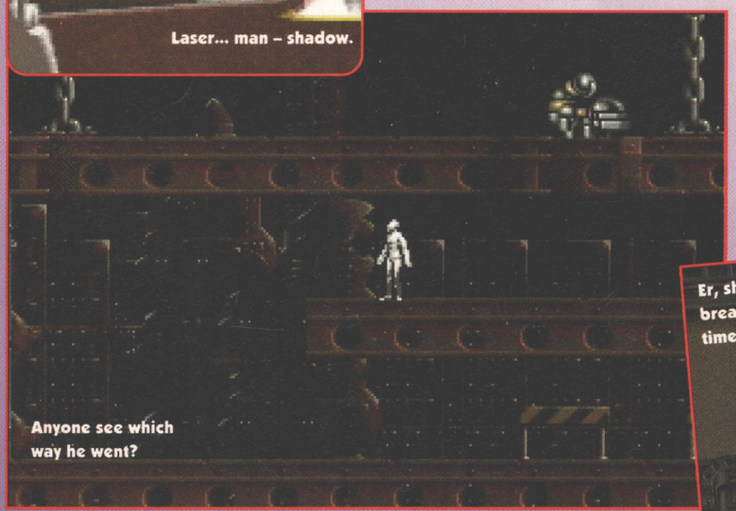
A couple of cracks at this (at the most) and you will have completed the game and saved the world - hoorah! And thank god that's all over, as I've got to out tonight and it's already 7.30pm...

● *PAUL MELLERICK*

You'll feel choked when you finish the mission. It's lovely.



Laser... man – shadow.

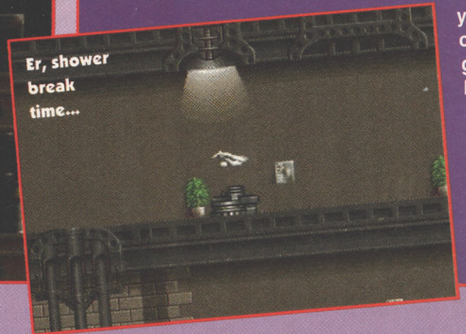


Anyone see which way he went?

GENERAL – AVOIDING TACTICS

You could spend all your time collecting power-ups that will enable you to finish the level, and you could also arm yourself with loads of weapons to attack the various droids, but ultimately you shouldn't have to (and you should save the items you're carrying for something more important). For a start you've got the Cloaking Device which will stop you getting attacked and let you search without drawing attention to yourself, but this is best saved for desperate situations where there is a lot of searching to be done as it's only a temporary thing. And then there's the Holo Disguise which turns you into a hulking great robot which unfortunately can't jump and can't search. Again this will only last for a short time.

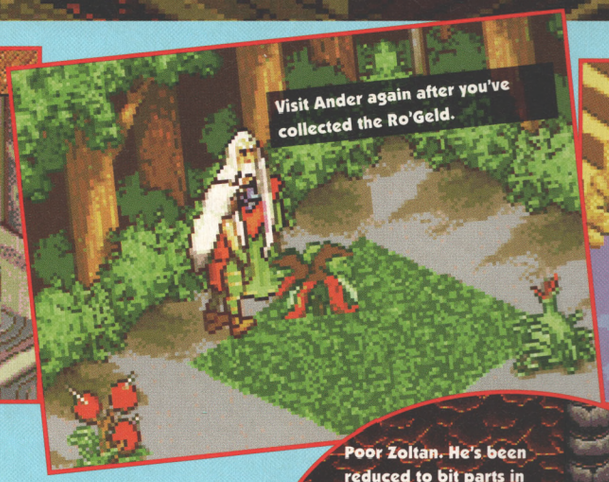
This leaves you with only one real means of avoiding the robots and that's the somersault. Everything in the game can be avoided by jumping over it and thanks to the control system you can jump continually by holding the button down and even jump back to where you started by holding the pad in the opposite direction before you hit the ground. It does take a lot of practice but if you're acrobatic enough you should be able to get out of most situations. Don't forget though that some robots move faster than others and you won't be able to run away from all of them, so try using a bit of strategy as well to get yourself out of trouble.



Er, shower break time...

HEIMDALL 2 PART 3

The final chapter of the gripping epic will have your buttocks clinging to the edge of your chair.



Welcome back to the ultimate chapter of the unfolding *Heimdall 2* saga. By now you'll have battled through numerous disk swaps, enduring memory that disappears for some godforsaken reason and an installation routine that beggars belief. But hey, isn't that part of the fun of playing isometric adventure games in the first place?

No, it is not. Oh. Okay, let's hit the trail then from where we stepped off it for a break last month.

By now, you should have been transported on the back of a turtle. You should also have found the fire sprite and he'll have teleported you back to the Hall of the Worlds.

In case my instructions were confusing last month, travel to the lower Hall of Worlds and use the new exit available to you. You should see a fire boat. Step onto this boat and you'll be transported over to Nifl'Heiml.

Once there, you'll see an evil looking dog guarding an entrance. Ignore him for the time being. Go to the right of the screen and pick up all of the dragon's teeth that are scattered around. Walk up the stairs past the dog. Ignore his comments, he's just a bully. Walk up the stairs on the left of the screen. Don't bother fighting the creature in this room, he resurrects almost as quickly as you kill him.

You are now in Loki's daughter's room. Admire her beauty and ignore her comments. Go to the right of the screen beside her. There is a secret door right here. Activate it by pressing the area.

Go into the room. Fire an arrow into each of the mouths. A door will appear. Walk through the door and place a dragon's tooth on each of the red circles. Separate the teeth by picking them up with the left mouse button and then clicking on the right.

Tip-toe past the dragon's head and exit the room. Tool yourself up with some shield spells and some lightning or whatever you fancy. You're in for a hell of a fight with a Chief Hakrat. It may even be worth saving the game before you enter into this fight.

Once dispatched, make your way into Loki's room. You will be teleported into Baldur's room at this point. Before you can even think of despairing, Ander will teleport you to the world of Sho Ker'Yn.

Traverse your way over the tiles. Just in case you haven't, save the game again. As soon as you have completed the tiles, get ready for combat and kill the double Heimdall and Ursha.

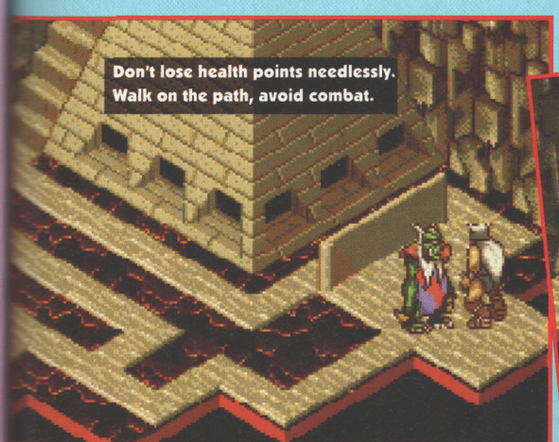
Walk through the gate and enter the room you find there. Hurrah, you've found another piece of Ro'Geld. To obtain it though, you've got to turn around so that the shadow character in the room faces the Ro'Geld. Press fire.

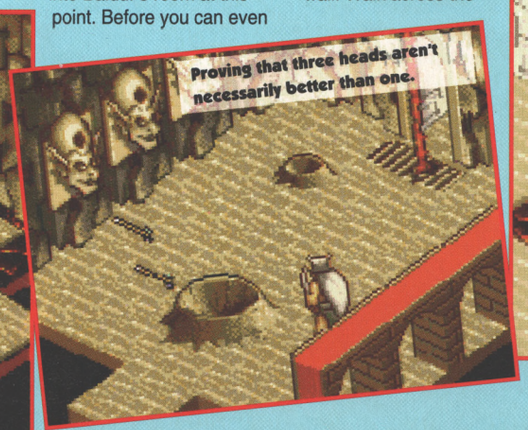
Leave this section and into the room where you will find a Dakta. Kill the Dakta and cut the rope on the wall. Walk across the wood plank into Ashok's room. Okay, you can't see Ashok, so you have to throw the Ro'Geld at him. Have a good laugh at what happens.

I'm not going to ruin the next bit for you. No, really. Good idea to save the game before you go into the next room though. Enter the room and prepare for the final showdown with Loki. And hey, that's all there is to it.

So for the final credits, I'd like to apologise profusely to Steve Faragher for my apparent indolence. It wasn't deliberate. Honest guv.

● ***STEVE McGILL***





CHEESED OFF?

Then you might just need...

THE LAST RESORT

with Rich Pelley

Everybody's gone surfing, surfing USA. Except Rich Pelley, of course, who's still here waiting to cook up some more gameplaying injunctions in his magic wok.

You're ugly. You're fat. No one likes you. You're too thin. You're never going to pass your exams. Every one thinks you're weird. Your ears stick out. No one ever fancies you. Your hair looks stupid. You're too short. Your job is pointless. Your girlfriend is two-timing you. You smell. Life can be paranoid and insecure enough without having your Amiga rubbing salt into the wound every time you switch it on. Which was what we thought when The Last Resort was conceived. "Let's create a page," someone suggested, "where you can write in when you get stuck." "And we can get Rich Pelley to do it." But why don't I ever get any games to review, I want to know. And why do the team laugh at me every time I go into the office? And never invite me out?

FRONTIER

Q "My overall crapness is really putting the name of *Frontier* players to shame. Can you give me any advice?"
Sam Wall, Oldham

A Heard of the Wormhole Cheat, with which you can get to anywhere in the galaxy with a single load of fuel? It relies on the fact that, after 655.35 light years, the computer loses track of the distance between the current and selected system and warps the range back down to zero.

So, practically speaking, all you have to do to get from, say, Sol to Achenar is to pick a third system that forms a triangle with these two so that the distance from both is a light year or two over 655.35 (81.92 sectors on the map) and use that as a stopping-off point.

You will, of course, need a basic know how of trigonometry in order to do this. Er, good luck!

LOOSE ENDS

GIRLS SPECIAL GIRLS SPECIAL GIRLS SPECIAL GIRLS SPECIAL GIRLS SPECIAL

These women have sent in their ingredients for disaster, and you could make their day by providing a recipe for success.

Q "I understand that you help people get through levels of PUSHOVER. Well, could you help me? I've got all the way to level 24 but I have to skip level 13 and I really want to be able to do it."
Verity Whitting, Peterborough

Q "I have a problem with KGB. I tried your solution, but even that's no help. I've survived Cut Throat, rid myself of the body in the canal, found out about the prostitute in Hotel Syevynaya Zvezda's other room and got into Chapkins recording studio, but when I return to my hotel either Chapkin shoots me or Savinkov fires me."
Vicki Slade, Surrey

Q "I'm, stuck in KGB as well. How do you get into Anatoil Styenko's flat on floor two of the Kurst Street Apartment Blocks? I have already visited the meatshop and found the carcasses."
Emma Clark, Portsmouth

Q "I'm also stuck in LEGENDS OF KYRANDIA. I've got past the cave where I first meet Malcom, but how do you get over the Chasm of Everfall? *(I think Oliver Hill of Aylesbury just answered that one in Cases Closed actually, Vick. – Rich)*
Vicki Slade, Surrey

Q "INDIANA JONES AND THE FATE OF ATLANTIS is getting my knickers in a twist. On the Team path, I'm not sure what to do inside the Labyrinth at Crete. I've explored, and got through at least two locked gates, found Sternheart, the chain behind the waterfall etc etc but how do I get to the gold box containing the Orichalcum? *(Actually, I know this one. Climb the chain behind the waterfall, take the left door, place the three statues heads on the shelf, walk through the gateway , take the stairs., remove the chock from the counterweight, go back through the door to the right of the steps and stick the staff in the mouth of the large face on the wall. – Rich)* Also on the Wits Path, I can't get to Al-Jabbar. I've given Trottier's business card to Paul, but he keeps coming back and saying Al-Jabbar can't see me. I've tried following Paul, but he just vanishes when I exit the stall. *(Not sure about this, though... – Rich)*
Michelle Sampson, Ilford
(And I even got a kiss from her at the bottom of the letter! – Rich)

Q "Has anyone got any hints for levels one to three of EYE OF THE BEHOLDER, please?"
Mrs Jackie Smith, Sheffield

Q "In BENEATH A STEEL STEEL SKY, after getting Joey up and running, I get him to put his hand on the plate, the door opens but Joey gets stuck. Then I tie the rope to the second pipe support, go down the rungs and drop in the frozen tissue. The solution in AMIGA POWER 38 tells me to swing on the rope to get into the room and tell Joey to sit on the chair, but I keep getting told that I'm stuck."
(Er) Daniel Pipe, Tunbridge Wells

CASES CLOSED

Thanks and a metaphorical box of Quality Street to everybody mentioned below.

LEGENDS OF VALOUR

Q It looks like Dave Heffon of Glasgow's plea for help in the final quest of *The Thieves' Guild* in issue 39 has come to a conclusion.

A "The map of the Forbidden City you have obtained is referring to the underground route. It is entered from the tower half way between the castle gate and the inside of the west wall in the castle grounds. Once underground follow the path south until you come across three waterfalls – one of these can be walked through. Follow the pathway you come out on to the two staircases leading to the Forbidden City. The jewelled rock is in the room of stones, and a wide selection of hide, tar and gems can be bought from Downends Provisions at very reasonable prices. The Forbidden City can also be entered through the window in a room to the south of the Casino if you don't fancy all that mucking about underground."
Oliver Hill, Aylesbury

LEGENDS OF KYRANDIA

Q Ian Scott of Cardiff said that he would be about this grateful *[holds hands far apart]* if someone could tell him which stones to place in the alter in the Pantheon of Moonlight, and how to cross the chasm of Everfall.

A "The gemstone you are looking for can be located by dropping a coin (from a later cavern) down the well in the forest (opening the forest gate by throwing five rocks onto the metal dishy thing) and taking the moon stone you receive to the Pantheon of Moonlight. This, your second magic gem, allows you to Willow-O-Wisp, that is float (in order to cross the Chasm of Everfall) and Self Illuminate (aiding your progress around the caverns)."
Oliver Hill, Aylesbury

Q Whereas Craig Stuart of Aberdeen was after the answer to a problem only this big *[mimes small gap between fingers]*, namely where could find the potion mixer.

A "It's through the secret passage hidden beneath the rug in the hut. Go down as far as possible, go left one screen, down two, right and up and there it is."
Oliver Hill, again

BATTLE TECH

Q When David Mallet of Bristol wrote in querying the white code needed to use in the map room (which didn't seem to be included in the budget version he had bought) I had a sneaking suspicion who might write in with the answer.

A "To obtain the white code from the map room, you must activate the following planets: Pesht, Skye, Benjamin, Summer, Ryerson, Kathil and Achernar. These work on the old Infocom version, so there's no reason why the Prism budget version re-release should be any different."
Hardy, Stuart Nibble, Sheffield

ULTIMA VI

Q Stuart Wuglet of Bradford posed a selection of problems, neatly categorised from a) to e), and ranging from castles to pieces of silver tablet.

A "a) SUTEK'S CASTLE: Cast Telekinesis on the Drawbridge crank. b) THE MAGIC GEM: Any old gem will do – the Guild shop has a selection. c) THE BLUE LENS: The lensmaker/astronomer in Moonglow will make one for you. You'd better take along a glass sword, though. d) THE MAP PIECES: Not worth the effort, mate. e) THE SILVER TABLET: This is buried in a dungeon beneath the notably swampy Pirates' Island, northeast of Serpents' Isle. Use a spade to dig a hole in the second bald patch from the left in the middle of the island, go down, proceed west to the ladder leading to the water-filled cavern. Southwest is the Maze of Death, and somewhere nearby there is another ladder guarded by a daemon. From here take the tunnel westwards, follow the west wall as it runs south, west, north then east and you should be standing next to a hole. Take the nugget, drop down, follow the long tunnel until you reach the poisoned fields. Cast Dispel Field, take the middle tunnel, hack through the slime to the door, cast Lock, Magic Unlock and Bob's your Uncle, you're in the the Pirates' Treasure room. Cast Negate Magic and the second half of the silver tablet will be yours.

"Incidentally, there's only one thing I've never worked out in this game. Who betrayed Quentin at Skara Brae?"
Richard Magog Deniz, London

D/GENERATION

Q Poor old Joe Quinn of Nogivenadress was stuck on floor 84.

A "When the bloke goes on about Black Wings in the desert, use the code DEATH."
Luke Croll, Kent

Well, two pages, 2446 words and only two jokes this time *(The second being? – Ed)* later, that's it again. Sticking your query or solution in an envelope and labelling it something like:

The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW

ref: 'Questions' or 'Answers' usually does it for most people.

PARASOL STARS

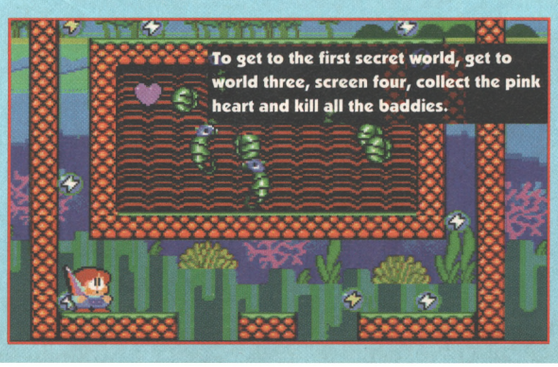
Q Paul Hundson of Co. Durham was asking last issue about the great *Parasol Stars*, but my enthusiasm for the game coupled with severe lack of space prevented me from divulging all I wanted to. So...

A Okay, Paul. You request for help seems to have reawoken my love for *Parasol Stars* – since speaking to you last month (my friend and) I have started playing again and (after two years of playing on and off – games these days take anything from an hour and a half upwards!) finally completed it. So here's all you need to know. The most important point is that you just have to play with a chum – if you don't not only will you be missing out on one of the greatest simultaneous co-operative two-player moments in software history, not only will it will be at least twice as hard, but it will be impossible (so far as I can see) to enter the first Secret World. To get to this first Secret World you need to get to the fourth screen of Ocean World (World Three), the one with the sea horses flying around in the big rectangle. Jump inside, collect the pink heart, kill all the baddies and collect the 'in' sign using the other player's umbrella to reach the top peppers. This world is the trickiest of the lot – if you don't lose practically all of your credits getting through then you probably will on the demon at the end, but make it and you'll receive eight more to top you up. Save up for big Miracles in this order: Lightning, Fire and then Star; learning where they all appear is essential. You need three Star Miracles at the end of Rainbow World to get to the final two secret worlds (Bubble World and Hell), but (and here's the big but – I've only just managed to do it myself) if you manage to collect three Star Miracles before Rainbow World, you'll receive a giant hundred credit coin!

And if you don't like the sound of any of this, there's always the cheat. Type CYNIX during the game and the cheat mode is activated. You can then use the following keys:

M – get all three stars
G – kill all the baddies on the screen
C – extra credit
D – die
X – skip to extra level
T – end the stage
1-7 – skip stages
F1-F10 – skip levels
B – skip to bonus screen

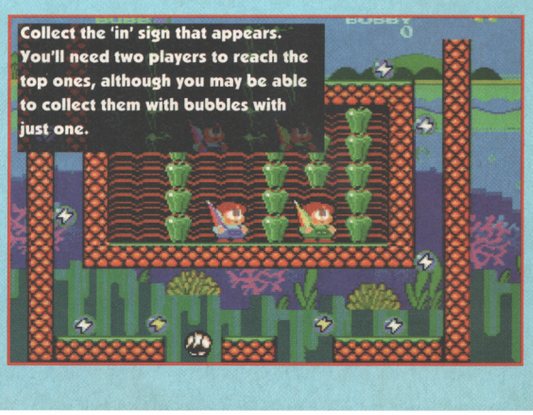
The cheat won't let you beyond Rainbow Island to the last two levels, though.



EYE OF THE BEHOLDER 2

Q "In spite of all the tips you've printed, I still can't find the South Wind. Can you give me any directions?"
Richard Duffy, Slough

A Sure. Take the second right, right again at the roundabout, straight through the traffic lights, down the hill, past the Post Office and you'll see it on the left.



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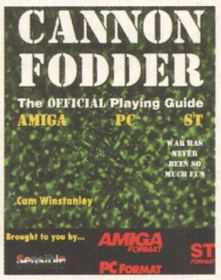

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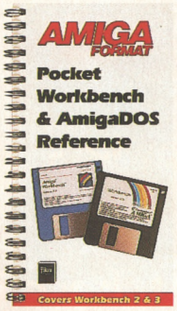

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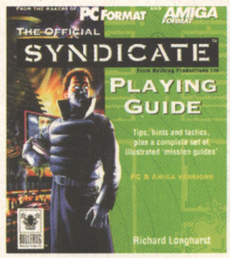

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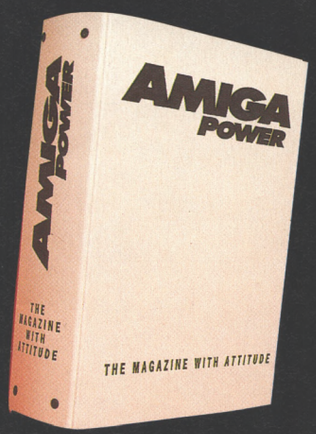

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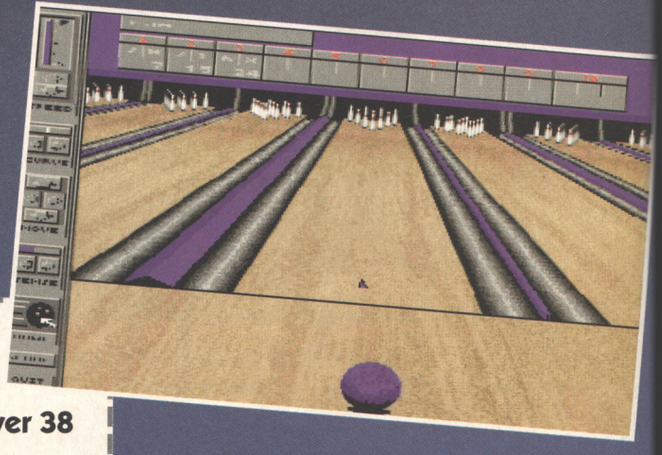

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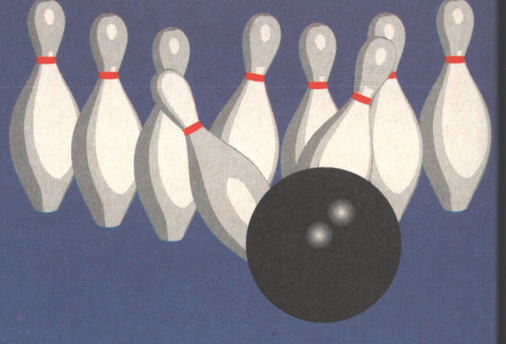

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Simply harvest the villains' weapons (by cheating).

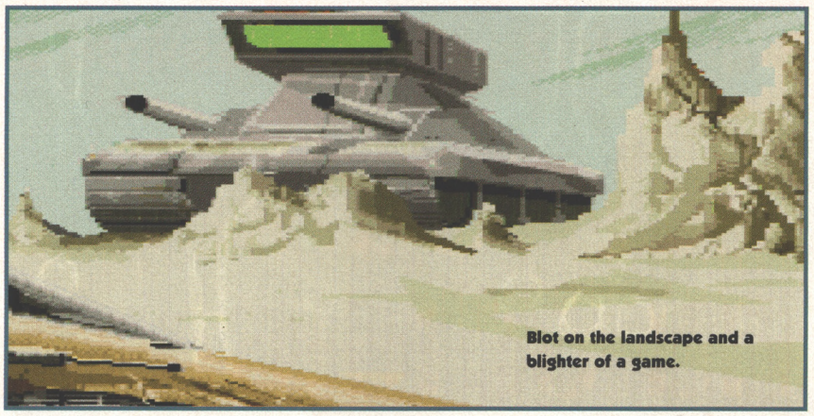
EPIC

Runs on: A500, A600, A1200
Publisher: Ocean
Price: £15
Release: Out now

Back in issue 15, Karl Foster described this game as suffering the typical failure of 'crop gameplay' (sic). How right he was, I think. *Epic*'s certainly less than a-maize-ing and wasn't worth the long 'wheat'. A-ha ha ha. Sorry.

Epic's a poor relation to *Wing Commander*. It has a strikingly familiar this-could-be-the-end-of-the-human-race sort of plot (involving massive space convoys, pursuant villains and a sun going supernova) and your part in the drama is to pilot the ultra-sophisticated *Epic* starfighter and claim glorious victory. Did somebody say *Battlestar Galactica*? No? Good.

Epic suffers from 'programming myopia', that rare (maybe not so rare...) disease that makes people working closely on a game completely forget their audience. For example, *Epic* has great graphical interludes that try to tell the story, but they make no sense unless you've already read the story all the way through in the manual. And the mission orders. They're usually farcically incomplete, so that you spend ages hammering some ground installation, only to discover that there are another four over the horizon that you're supposed to blow up as well. Aaargh!



Blot on the landscape and a blighter of a game.

The game looks like a cross between *Elite* and terrestrial flight sims such as *F-19*. The graphics, which were great in their day, look just a little outclassed now. The game is mission structured, with the basic idea that you're sabotaging the villains' attempts to pinpoint the location of your ragtag fleet by blowing up radar stations and the like.

Successes and failures in certain missions supposedly take you down different routes in the story so that no two games are the same etc etc, but in practice this simply means that mission seven (the climactic showdown where the villains catch up with you – gasp) occurs as soon as you fail any one of the preceding missions.

The missions are too short (dumb), there's often a time limit on them (dumber) and the game has a cheat mode that's in the manual which means that you need never lose a battle (very dumb indeed, and neatly indicative of *Epic*'s slapdash design). All of this adds up to a game that will last you about three hours. At the new budget price that's still £5 an hour for some fairly tawdry entertainment, so I'd recommend that you give it a miss.

● ***STEVE FARAGHER***

THE BOTTOM LINE

Still completely crop after all this time (sorry), *Epic* is just another one of those games that never lived up to its own hype. Avoid like the blight.

30 PERCENT

POPULOUS 2

Runs on: A500, A600, A1200
Publisher: Hit Squad
Authors: Bullfrog
Price: £15
Release: Out now

Well, it's er, *Populous* really. With a few extra bits on. Actually, that's a bit unfair, because really it's *Populous* with loads of extra bits. Now, I don't really like 'god games', I think they're over-complicated, too slow and incredibly tedious. Trouble is, I'm practically alone in thinking this (some strange people actually believe the game is addictive) and although I do agree you can spend something like four hours playing the game without realising how long you've actually been staring into your monitor, I think that's more to do with the intricate level of detail and trying to suss out what each icon does rather than the enthralling gameplay.

But wait! Maybe you don't know what a god game is. I'll give you a brief run down. You're this bloke, actually one of the sons of Zeus, and as such you need to prove yourself worthy enough to sit atop Mount Olympus. You do this by defeating the 32 divine opponents who rule 1000 worlds. Simple, eh? To defeat the forces of evil on each world you must overrun it with your own people, build up cities, increase the population and stop them from doing the same. Then, and only then, can you move onto the next world. Of course, it's a lot more complex than that, but I'm sure you know where I'm coming from. Exciting stuff though, isn't it?

This playing god stuff IS all it's cracked up to be...

P. Mellers – one of the lesser known gods of antiquity.

Still, just because it bores me silly to have to play something like this, doesn't mean I don't appreciate what it's trying to do. There's every possible element covered, and with an intuitive mouse interface, some action once you get into the game (prepare to lose at least three weeks of your life) and those

SHUTTLE

Runs on: A500, A600
Publisher: Hit Squad
Price: £15
Release: Out now

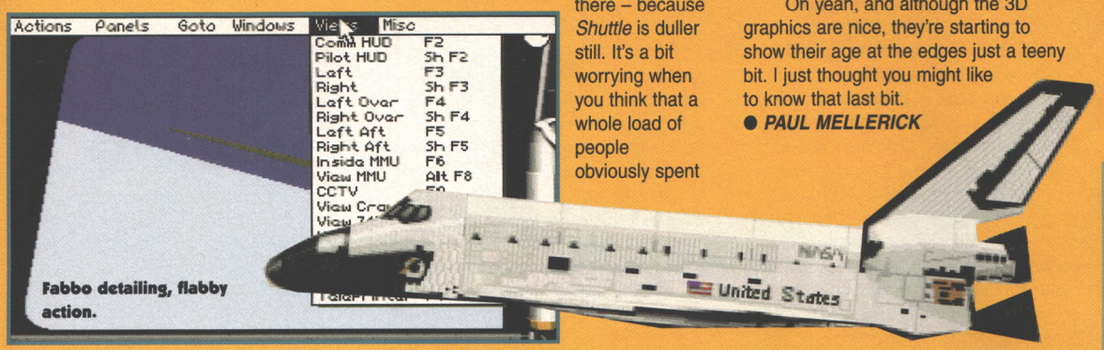
It's not my day today. It started off nicely enough, a pleasant bike ride into work, the sun shining and a nice cup of tea sitting on my desk within minutes of my arrival (cheers, Sue). Then it went downhill from there very quickly indeed. First of all I get to review *Populous 2* and now I get *Shuttle*. And if there's one thing more boring than god games, it's flight sims.

And if you can imagine a flight sim with all the fighting and heart-stopping action taken out, then you're almost there – because *Shuttle* is duller still. It's a bit worrying when you think that a whole load of people obviously spent a lot of time and money to get this as accurate as possible (and in that sense, it's a real achievement because this is finely detailed – right down to every last switch on every control panel), without realising that without anything to fight or basically anything remotely exciting to do, the whole game just ends up as a simulated walk-through of how the Space Shuttle works.

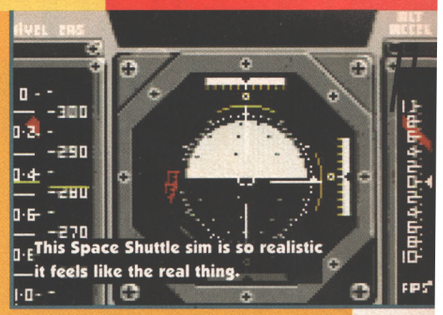
Now if you were doing a school project on the Shuttle, or you're a really sad anorak astronomer, you may actually find this interesting, but if you're an Amiga gameplaying nutcase, then this really isn't going to tickle your fancy.

Oh yeah, and although the 3D graphics are nice, they're starting to show their age at the edges just a teeny bit. I just thought you might like to know that last bit.

● *PAUL MELLERICK*



Fabbo detailing, flabby action.


This Space Shuttle sim is so realistic it feels like the real thing.

Ho hum. What to do? I know, I'll polish all the buttons on the dash...

THE BOTTOM LINE
An amazingly in-depth simulation of the technological achievement that is (was?) the Space Shuttle. It's just a really boring game as well.

39 PERCENT

OUT RUN

Runs on: A500, A600, A1200
Publisher: Kixx
Authors: Probe
Price: £5
Release: Out now

In the beginning animation was done with toys. Toys like the zoetrope, where you had a drum with slits in, put in a roll of paper with drawings of someone in different positions and span the drum to produce the effect of movement: also nausea, because if you didn't get the speed right, you found yourself looking at a flickering object, and the brain really doesn't like that sort of thing at all. And, do you know, you can recreate those tentative first steps with *Out Run*, because it's from the school of racing games that cunningly reproduces the illusion of 3D by moving some blocks and having a stripy road. Unfortunately, dating from 1987 and so being just about the first ever racing game on the Amiga (not to mention a fairly obvious ST port) the blocks and stripes move about fifty feet at a time with no animation whatever.

Comically, this means that playing the game is nearly impossible. Your eyes just can't cope with the ludicrously juddery, coiled panther springing suddenly upon unsuspecting gazelle like steps in movement. The opposing cars move like the puck in air hockey, with similarly dangerous results if they hit you, and it's only these appallingly destructive smashes with your car spinning end over end for miles before landing upside-down in some bushes that afford any entertainment (because after this gruesome pile-up the view cuts to you and your passenger sitting dazedly by the road in best A-Team style before scampering back and carrying on).

There's really little to recommend *Out Run*, and I have become bored with attempting to catalogue its plenitude of disasters. Leave me now.

● *JONATHAN NASH*

Here's a snap from our holiday album– we're in Egypt.

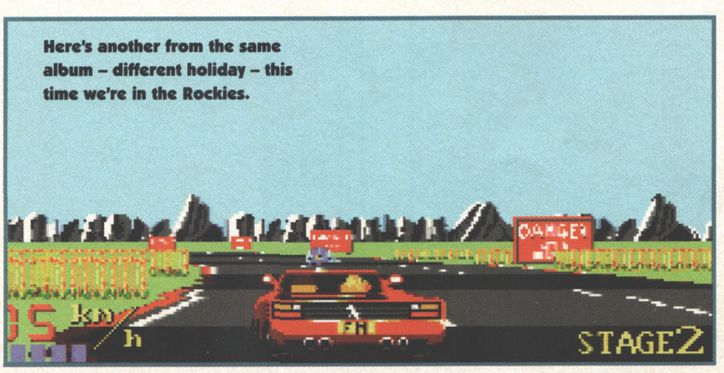
Cor. What's that head thingy doing in the courtyard of that castle?

1000 worlds to conquer you can't accuse the game of not coming up with the goods. And at a budget price it's even more enticing. Probably.

● *PAUL MELLERICK*

THE BOTTOM LINE
It's the best god game ever (if you like that sort of thing). It was worth paying for it on full-price release. And now it's on budget. And if that's not a recommendation, I don't know what is.

90 PERCENT



Here's another from the same album – different holiday – this time we're in the Rockies.

THE BOTTOM LINE
Fully and unrepentantly poor thing dating from the dawn of time as we know it. If you really, really, really want an old racing game, get *Super Hang On*, which is yummy and just fine and dandy.

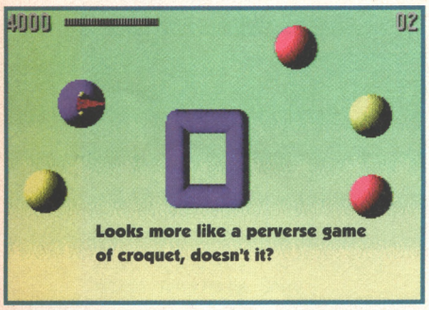
5 PERCENT

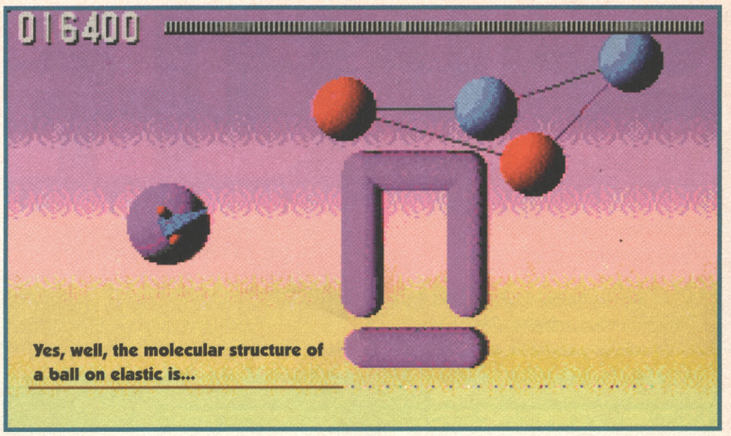
78

E-MOTION

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £5
Release: Out now

Imagine, for a moment, that you are a gardener. A nice, friendly, late-middle-aged sort of gardener, sort of fattish, sort of shortish, the kind of gardener who walks about permanently in hardy slippers, except, of course, you don't walk, you shuffle. You have retired following the multi-million pound sale of your tremendously successful business, and so can devote your whole day to your garden. It is, to be exact, more of a sweep of land than a garden, comprising maybe an acre-and-a-half, and, following a large breakfast, you spend most of the morning ambling leisurely past your impressively varied flower beds, your near-manicured bushes and your carefully-placed, oh-so-young trees, pruning a little here, watering a little there, aiming to reach the shade of your central swinging garden seat by noon, when the sun is at its zenith and when your garden looks its most pretty. There, following a hearty lunch of sandwiches and fruit, sitting and watching the wildlife of your garden, for you have declared all your land, which stretches far beyond your private arbour, a reserve for all nature, you perhaps spend a pleasant hour in the maze, whose hedges are still maturing, but will make a fine and delightful puzzle when fully-grown, before continuing through the garden to its very boundaries, unfenced of course, but still marked by a succession of attractively irregularly spaced shrubs, and looking back at your garden, which has, over the years, taken on the warm, open personality of its owner, and then seeing the three men systematically razing the entire place to the ground with flamethrowers and realising there are two more behind you, watching helpessly in their vice-like grip as your beloved garden is annihilated without reason or remorse.





This would not, however, be quite as blue-faced, deep-gulpingly frustrating as playing *E-Motion*, a game where you try to push balls on elastic around obstacles and into each other to make them disappear, watching enraged as they instead hit different-coloured balls and create a third, explosive sphere.

● *JONATHAN NASH*

THE BOTTOM LINE

It's supposed to be a calming, floaty, back-to-the-womb sort of game, this *Asteroids*-on-string is. But it sure isn't. It is, in fact, disastrously annoying, and not even entertainingly so. Exactly the sort of game to put you off physics for life.

22 PERCENT

SIM CLASSICS COLLECTION 1

Runs on: A500, A600, A1200
Publisher: Maxis
Authors: In-house
Price: £35
Release: Out now

News of the release of *Sim Classics 1* had me searching through the official AMIGA POWER archives for a) copies of the games and b) the old reviews. I emerged several hours later, covered in dust and sneezing frantically. Ha ha! I thought, it's the easy life for me. While partaking of a few sugar-based snacks I shall read the reviews, play all the games and then write a witty and erudite review.

First *Sim City*, an old favourite. This won't take long I thought, I know this game backwards. I shoved the disks in the drive, whistled tunelessly while it loaded, selected the option to build a new city and started laying out my first industrial and residential zones. Five hours and half a million people later it was time to go home. "Don't forget," said JD as I left, "that I'm away all next week and you've got to write this quickly."

The next morning I arrived with new resolve. I loaded *Sim Ant*, learned a bit about ant behaviour, foraged for a bit of food, attacked a few red ants and built a huge nest. Then I switched to experimental mode and made the ants crawl around inside huge and fiendish mazes that I devised. Towards late afternoon I became aware of a glowering presence. Somebody was standing behind me, "Oh, er sorry JD," I mumbled, "I'll get it finished, er, tomorrow."

And so it was Friday at last. Just *Sim Life* to go. That couldn't take long, could it? Well, after a little tinkering with the geography and climate of a world, some light animal design and a whole series of species demographics, it was, as you might expect by now, again rather late in the day. And I was in trouble. I did the only sensible thing in the circumstances (three days wasted on a budget review, JD going on holiday for deadline week, etc etc) and went to the cinema with Cam and Jonathan to see The Mask. And jolly good it was, too.

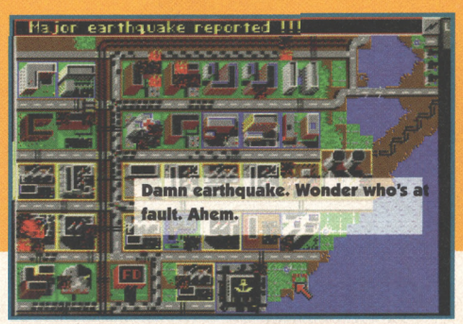
So why have I just bored you with these turgid reminiscences? To make the point that this collection of games is not an ordinary one. Each game is an attempt at the unknown described by Maxis as 'software toys' not games. These are sims of complex biological and sociological machines; they're studies in dynamics.

Sim City is a classic and even if you think that you've played it so many times that another go couldn't possibly interest you, you're probably wrong. There's still an undeniable excitement to building your own city. It is the king of 'software toys' – there is no end, no final scene and you play for as long as you like (which is usually a bit longer than you ought to). *Sim Ant* is interesting without being riveting, and fun without being addictive. When you first get hold of it you'll play it for a while. But then you'll put it away for ever. Matt Bielby gave it 59% in AP14 which seems a bit harsh for a game that attempts something completely novel and does it quite well. But *Sim Ant* doesn't deserve much more than that because it won't keep you entertained for very long

Sim Life suffers from the same problem as *SIm Ant*; while it's a fascinating subject and Maxis have approached it in a stimulating, thought-provoking kind of way, it still eventually leaves you dissatisfied and not wanting to play any more. This must have been what was on JD's mind when he awarded it a measly 50% in AP29.

So what we have here is one absolute classic and two interesting, but not exciting, others. Rather like one Jimmy White and two Steve Davises. Buy this collection if you don't have *Sim City*. Or better still buy *Sim City* on its own on budget version. Or even betterer still save your £35 for *Sim City 2000* which should come out in time for Christmas.

● *STEVE FARAGHER*



THE BOTTOM LINE

A rather overpriced collection of genuinely unique simulation games. Each is interesting and certainly worth trying in its own right, but only *Sim City* really makes the grade of 'classic'. So sadly only...

65 PERCENT

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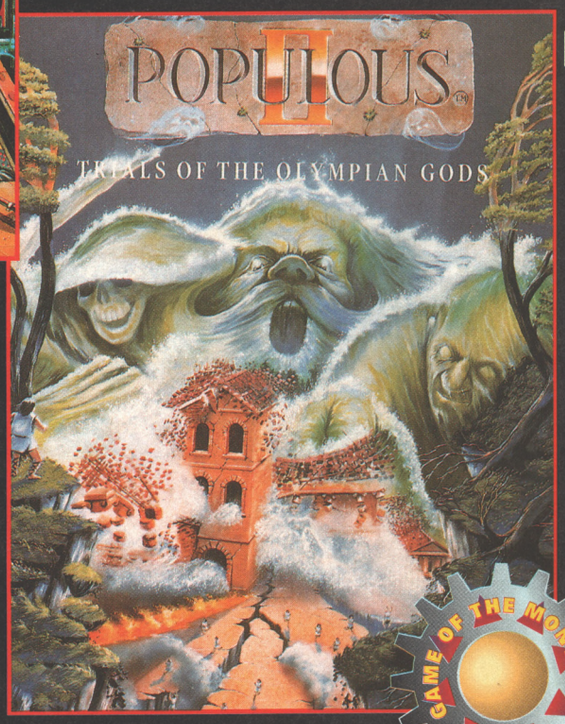
EPIC

POPULOUS II



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POPULOUS II

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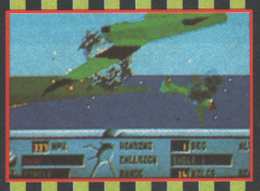
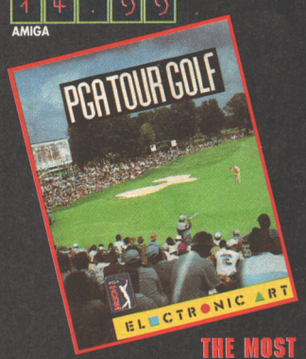


REACH FOR THE SKIES

GAME OF THE MONTH

SHUTTLE

AMIGA 14.99



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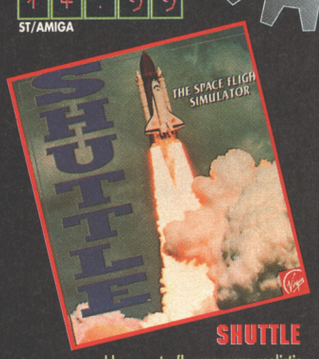

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Screen shots taken from various computer formats

HI-HO SILVER LINING

Now sit back, kick off your shoes and get funny looks from the other people in the queue at the shops while several persons get a-reviewing.

MYTH

System 3/£15
Amiga version: 67%, AP15

We played this a lot in Your Sinclair, you know. When it came out on budget, we hunkered down around the crap TV (which eventually refused to display any colour but purple) and made appreciative mouth noises, confounded its lack of a save game facility by copying the entire memory to a fresh tape whenever we got to a new level, and awarded it a characteristically overpowering 95%.

And here it is again, and I've not played it before on the Amiga, and no doubt you're expecting me to compare it unfavourably with the microscopically-graphiced original. Well. We shall see what we shall see, but don't assume I'm that shallow and predictable.

Amiga *Myth* is structurally identical to the old 'un, but the gameplay differs substantially. You're some bloke dragged through time to fight the likes of the Medusa, that dragon from Lord of the Rings and the giant statue from Jason and the Argonauts. Beat up minions and you can steal their weapons, use these to knock off the demonic middle-management and then loot their fabulous powers to destroy the overlords – you know the drill.

Disastrously, the CD32 version uses – no! But yes! – 'up' to jump, which, coupled with the unfathomably sluggish response, means you'll spend more time leaping screaming into monsters than poking at them with swords.

Unfathomably sluggish, in fact, sums up the game as a whole. I'm all in favour of splendidly grubby graphics with flames a-go-go, Greek tragedians morphing into unpleasant flying monsters and large blokes on thrones waving their beards, all to the accompaniment of some gruesomely neat sound effects, but if it means that the characters move like they're trying to break free of Jupiter's gravitational pull, something really should be done.

That's more or less it. The impressively atmospheric puzzles are still there (use the gorgon's head to turn the hydra to stone, attack Achilles in the heel – that sort of thing) although the manual has dispensed with the cryptic clues in favour of instructions like, "Use the gorgon's head to turn the hydra to stone and attack Achilles in the heel," but the slow movement, unfairly swarming and regenerating opponents, leaps of faith, intro screen crashes and, of course, fact it wasn't running on a Speccy, quickly eroded my interest to replace it in a dentistry filling sort of way with a cold hate.

● *JONATHAN NASH*

THE BOTTOM LINE

CD32 It's the same grand old *Myth* – except with the sense of excitement and discovery all but ground away by the toffee-like speed and unrelentingly nasty monsters. It's the sort of game that you stick at grimly rather than play. The Speccy version genuinely was more fun than this. Dammit, I really am that shallow and predictable.

48 PERCENT

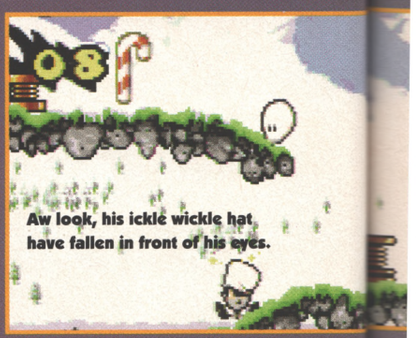
BATTLE TOADS

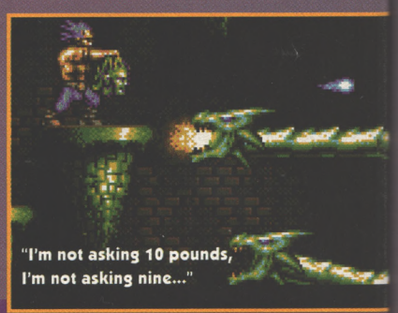
Mindscape/£25
(Censored. – Ed)

THE BOTTOM LINE

CD32 It's *Battletoads*. But on the CD32. And five pounds more expensive. So

6 PERCENT





OUT TO LUNCH

Mindscape/£26
Amiga Version 76%, AP39
Travel the world in the guise of a chubby French chef and capture rebellious vegetables by stunning them with flour bags, collecting them in a net and then depositing them in a cage. That's the plot.

JD gave this cute platformer 76% only a couple of months ago, and used some rather uncharacteristic phrases in his review.

"I didn't bat an eyelid when a rogue avocado reversed my controls."

"The fact that you can move straight through some walls and platforms, while other, identical ones block your progress was an irritation, but only a minor one."

"Even the slippy-slidey ice worlds...seem perfectly legitimate in context."

Upcoming Spanish omelette nightmare for Pierre le Chef.

Control reversal? Indeterminate scenery? SLIPPY-SLIDEY ICE WORLDS ON LEVEL ONE? 76%? Good job he's taken a holiday, that's all I can say. Let's hope he's back to his sensible self when he returns.

Okay, so Pierre (the chef) is cute. And the running around collecting vegetables against the clock is alright. And the platforms are fairly well thought out. And the moving around to different countries every few levels does add a bit of variety. And the CD32 controller has been fairly well programmed with one button to jump, another to lob flour and a third for the vegetable-netting. But, this is still just another cutesy platformer with all the irritations of the genre barring "up-to-jump". It even blacks out the screen and displays a huge white "LOADING" sign between levels. Grrr.

● *STEVE FARAGHER*

THE BOTTOM LINE

CD32 It's an alright-ish game but suffers so many convictions from the Kangaroo Court that it's hard not to drop it down from the original score. So I won't resist the temptation.

70 PERCENT

RETURN SHRIEKING TO THE ANCIENT PASTOR

Ghostly apparitions have been seen shimmering through the coiling mists. Seers have reported contradictory accounts of the imminent end of the world. Clutch religious texts to your chests as you give thanks for the non-appearance of uncannily linked and ethereally unstable games like these. *(Pardon? – Ed)*

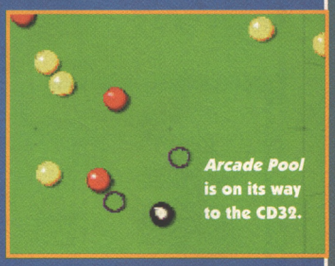
Manchester Utd Premier League Champions – Krisalis £15
ETA: October

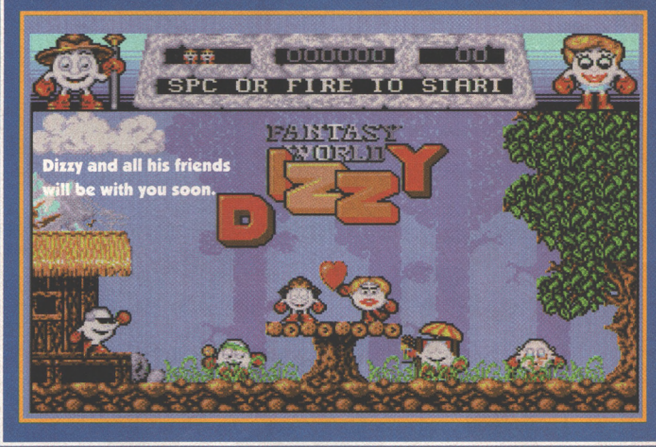
Dizzy Compilation – Codemasters £15
ETA: October

Arcade Pool – Team 17 £15 **ETA:** October

Super Stardust – Team 17 £TBA
ETA: 1997, probably

We don't like to talk about it.


Arcade Pool is on its way to the CD32.



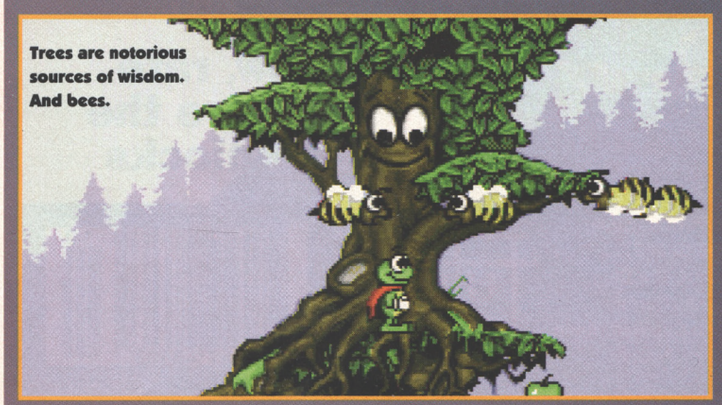
Dizzy and all his friends will be with you soon.

SUPERFROG

Team 17/£15
Amiga version: 78%, AP26
In a neat CD-exploiting sort of way, the otherwise identical-to-the-Amiga version of *Superfrog* also has a playable demo of *Arcade Pool* and clips of *Super Stardust*. So that's what it looks like. No, only joking.

There's a great intro to *Superfrog* animated by TV's famous Eric Schwartz which paints the frog as a coolly cynical sort, with a permanent knowing smirk and piercing eyes peeping out from under half-closed lids, so it's a bit of surprise to find in the game itself he's a chubby smiling cute thing. Yup, *Superfrog*'s a cute platformer. A coin-collecting-to-open-the-exit cute platformer, to be exact. With monsters. That you kill by jumping on their heads. And there's a slippy-slidey ice world. And spiked pits that kill you instantly.

Wahey! Boinnnggg.


Trees are notorious sources of wisdom. And bees.

However!!

The difficulty's very 'there' – you'll get that special bit further each time – and there are some jolly silly (as opposed to jolly silly, if you see what I mean) sub-games, like a fruit machine and (apparently) some sort of shoot-'em-up at the end. It all hangs together well, the scrolling's fine, the levels are big and it's as playable as a cute platformer can be. And if that sounds like a cop-out cliché, so is *Superfrog*. But in a nice way, of course.

● *JONATHAN NASH*

THE BOTTOM LINE

CD32 It's a cute platformer of the *Sonic* clone school – lots of fast scrolling (but stupidly dead-stop obstacles) and coin collecting. Acceptably budgety and innocuously time-passing, easy to put down and even easier to forget about. I suppose it's all about personal taste: me, I prefer the splendid characterisation and much tighter design of *Out to Lunch*.

68 PERCENT

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Turn pages one at a time.
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Remove disks and pierce cover with a fork.
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PD

Pay attention. This is an official announcement. After some regrettable anti-revolutionary remarks made by Comrade Golder in AP 40, the Revolutionary Future Party has decided to give a younger comrade the chance to shine. Welcome Comrade Paul Mellerick...

MULTIPLAYER YAHTZEE

F1 Licenceware

So you've got these five dice, right? And you throw them on the floor up to three times and see what combinations you can come up with. Then you get points for these combinations and then you add all the points up and see what your total score is. And that's Yahtzee. And this is Multiplayer Yahtzee, on an Amiga.

Up to four people can play, the graphics are functional and it plays at a nice speed without too many options to get in the way. It all depends on whether or not you want to play it on the Amiga, or on the floor with a pen, some paper and five dice.

VERDICT: Well it's not going to change the world *(Barring some sort of Butterfly Effect-style escalatory occurence. – Ed)* but it's a fun game and worth a look.

★★

FORMULA 1 CHALLENGE

F1 Licenceware

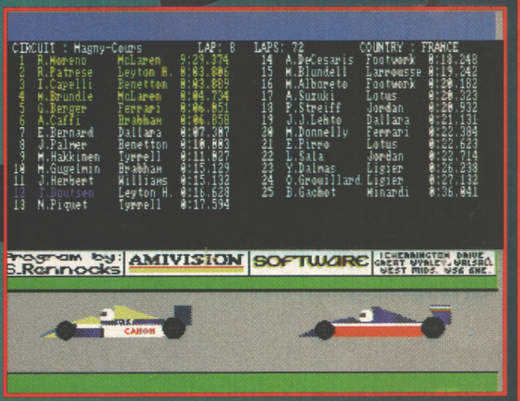
If you can't design a playable racing game, what's the next best thing you can do? Well, you could design a nicely presented, detailed but slightly flawed F1 management game instead – a bit like this one, in fact.

Yep, we've got all the teams and all the drivers but unfortunately we've got all the adrenaline-pumping action of This Morning with Richard and Judy. Let's get something straight right from the off: if you're going to 'do' a management/sim game about anything you've got to remember a few things. First you need all the details. (So far so good – we've all the drivers, teams, engines, courses, the lot.) Then you want all the right options and menus and things in the right place. (Yep, got those too.) Then you need to make sure that you can actually play the damn thing, use some proper strategies and really get somewhere. Ah, forgot that bit did we?

I could go on forever, niggling about the little things in the game, but the main problem is money. You spend all your time trying to accumulate more, only to spend it all and have no chance of buying any new equipment or engines, so you'll never win a race or get some more money – a horribly vicious circle. So instead of getting any enjoyment out of the thing you end up getting intensely frustrated instead.

VERDICT: I'm sorry, but I've always found pretending to race cars much more enjoyable than pretending to manage them.

★★



QUINGO

Magnetic Fields

Yes I do know this is a pub quiz game, but it's actually quite good. When this is the game I've played most all month, then it must being doing something right. Right?

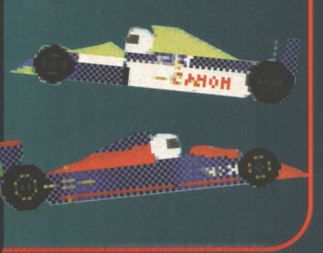
As with most pub-quiz games, the rules and concept aren't too hard to grasp – it's bingo, and you answer questions to collect numbers to fill up your card and win money. The more numbers you go for at once, the harder the question (picked from the seven categories and 3,000 questions) will be. You start with £1, each game is 20p a go, and when you've run out of money it's game over.

But wait, there's more. You see, some of the numbers are special bonus numbers that will either give you more money, or special bonus features such as Select Category, Pass, No C (so there are only two possible answers to the question) or even a Bonus Continue. And, believe it or not, it's this feature that makes the game work really well. Because you can see the numbers coming up in two or three goes, you can plan ahead – take three numbers if you're feeling lucky or you've got some bonuses already.

There are loads of questions, and in a good few days play I only came across the same question a few times and I must have seen hundreds. Okay, so you don't win any real money, but in a really lonely sort of way it's addictive stuff and something that should keep you entertained (and who said educated?) for a good while.

VERDICT: Very polished. And there are loads of questions and some nifty bonuses to make playing it a lot less boring than you might otherwise imagine.

★★★★



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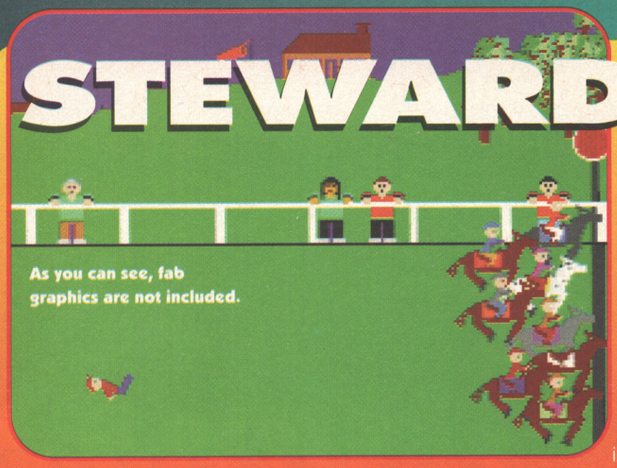

simple. You bet on horses and see if you can win some money, and you can even have up to eight people competing at the same time. And if you want, you can take the option at the start of the game to run a stable in the hope of winning big at the end of the season. The game has just the right number of options to fiddle with and although the graphics are a tad on the basic side (as with everything else in the game), they do their job.

Heck, just load it up, pick a few horses, lose some pretend money and have a bit of a laugh doing it. Who could ask for more?

VERDICT: Well, it's not stunning and it's not poor. It just sits somewhere in the middle

★★

Bus Stop PD

"They're under starters orders... and they're away." Or something like that anyway.

Just in case you haven't guessed from the title, the screenshots or the opening sentence, this is a betting game, and a licenceware one, too. It's very

PILLMANIA

OnLine PD

Ever heard of *Dr Mario*, the Nintendo game? Well, if you haven't then plagiaristic *Pillmania* will quickly get you familiar with the game that's, ahem, inspired by *Tetris*, only not quite as playable.

As with most puzzle games, the concept is simple: there are some germs in a jar, of all different colours, and by placing the falling pills in the jar so that you make a vertical or horizontal line of four the same colour, the germs will disappear. When you've got rid of them all you can move onto the next level and do it all over again.

The controls are a bit odd, and dropping the pills down is a bit too fast, but it's a good puzzle game and there's a two-player option which will always add a bit of life to a game. Yep, not bad.

VERDICT: It's slightly off with the controls, but apart from that it's a decent rip-off of *Dr Mario*, and an okay puzzle game.

★★★

a very basic strategy game, sort of like *Mega-lo-Mania* without any of the options, and you'll quickly find that you will either finish the game and not want to play it anymore, or find it incredibly tedious and, er, not want to play it anymore. I think you get the point.

VERDICT: Too limited to be taken seriously, this will provide only a small amount of entertainment.

★ 1/2

F1 Licenceware

Oh no, it's combat/strategy time! Yep, get those thinking caps on and then prepare to saddle your horse and get fighting. Not that you actually do any fighting you understand, you sort of just sit back and watch and hope you sent out enough troops, horses and weaponry to deal with whatever enemy you come up against.

The aim of all this is to completely annihilate two other tribes so you can have the world all to yourself. *Fortress* is

FORTRESS

WHERE TO GO

So where do you get this stuff from? Well, our helpers this month were Magnetic Fields who can reached on (0772) 881190, OnLine PD whose phone number is (0704) 834335, those lovely lasses at Bus Stop PD will talk to you if you ring (0455) 554982 and finally (if you're after F1 thrills) you can contact F1 Licenceware at 31 Wellington Road, Exeter, EX2 9DU. And that just about fills up this box nicely, don't you think?

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DO THE write thing

Moan, bicker, whine, complain and backstab – that's all we get from you. Honestly, you've been like a class of naughty schoolkids this month. Quiet at the back there, Peason!

Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Alternatively, jack in to a new technological dawn by leaving your comments on the FUTURE-LEISURE conference on CIX.

"BRUTALLY CANES BOYS"

Dear AP people,

So then, video games make you act violently? Well, I've seen more violence in a Dandy annual than in any Amiga game. Er... let me explain. I found a 1958 Dandy annual at a jumble sale (it looked valuable) and sat down for an hour to peek at the pages. Violence galore! I'll list some examples:

- Crackaway Jack. A cowboy who inflicts cruelty on two horses by whipping them and forcing them to drag a cannon along. He eventually shoots them when they grow too weak to carry the cannon, and then uses it to wipe out an Indian encampment.
- Towser's Towsings. Badger the bully beats up a boy called Towser 17 times. Towser then seeks revenge and attacks Badger.
- Old Ma Murphy. Brutally canes boys.
- Gunner Jim. Machine gunning boy kills Africans who are attacking English soldiers. Bleeding, dying Africans are shown in detail across two pages, promoting racial stereotyping and hatred.
- Shaggy Dog. Bald bloke canes a naughty dog.

These probably had a terrible effect on our parents as it gave them violent role models from an early age, whereas games display clumps of pixels and aren't as convincing as pictures or real people. I think.

Yours, Andrew Crane, Bournemouth.

We agree with Andrew.

"BONNET OF A DIAL-A"

Dear AP,

In response to 'that git Draper' I would like to reply to his points:

1. Who would want to buy a cheaper Mega Drive? It's crap.
2. Who would want to play *Cool Spot?* It's crap.
3. The Mega-CD is not equal to the CD32. It's crap. A standard Amiga 500 gives better graphics, gameplay and sound than a Mega-CD machine.
4. Mega Drive mags are crap. They are not a patch on the far superior AMIGA 'walks like a god amongst men' POWER.

Quick, someone restrain me. I have a sudden urge to repeatedly beat Draper's head to a pulp against the bonnet of a Dial-A-Ride van.

Yours, The Bilious Green Banana, Gloucester

Banana here was just one of the many readers who failed our Draper test set in AP39. We had hoped that AMIGA POWER readers would be above this sort of cretinous tit-for-tat slander, but apparently not. Thomas Scantlebury from York, Jimmy Wilson from Alloa, Richard Medley from Nottingham, Francis Beechey from Essex, Tiny Tim from Stafford, Lee Wellock from Bury, Epicanthus Farnsworth from Gillingham and Fearless Freddie from Perthshire all responded to Draper's puerile banalities with their own equally moronic ramblings, but thankfully, a few readers managed some level-headed, well thought out comments. Here they are.

"ATTITUDE WOULD BE CONTAINED"

Dear AMIGA POWER,

Having just read the letters page from issue 40, I decided to put pen to paper. I personally do not feel the need to indulge in a 'my machine is better than yours' argument, believing them to be petty and utterly pointless, two traits that Alister Draper seems to have in abundance.

I own an Amiga, my brother has a SNES and my other brother has a Game Gear. I often enjoy a quick game of *Mario* or *Sonic* and my brothers frequently use my Amiga. I could point out all the redeeming features of the Amiga, but it's really down to personal preference isn't it? I decided to buy an Amiga and a certain York resident chose a Mega Drive. Big deal!

I believe he was wasting time, paper and a postage stamp by sending you his views. I had hoped that this kind of petty attitude would be contained within console magazines. Obviously I was wrong. You really have to feel sorry for these people don't you?

Helen Smith, Glasgow.

Hooray for Helen Smith, who's rapidly becoming AP's voice of reason.

"DISCARD THE USELESS LUMP"

Dear AMIGA POWER,

I buy your mag each month as entertainment as well as to read the reviews and WOW! did I have a good chuckle at Alister Draper's letter. It sure is nice to know that people with his sense of humour exist.

I have absolutely no choice but to agree with his well-argued statement that the Mega Drive is a superior machine – after all, the Amiga can only offer such second-rate games as *Syndicate, The Chaos Engine, Cannon Fodder, The Settlers* etc as well as being useful as a word processor, a graphics station (watch Babylon 5), a musical instrument, an educational tool and all the other things that real computers can do. Of course, the Mega Drive runs, well, just games.

As for the price, well cripes! New Amiga games may cost as much as £20 from mail order companies, as opposed to 30 or 40 quid for carts.

Yes Alister, as I sit in front of my Amiga, typing up this letter and wondering what graphical delights I can come up with next on DPaint, I'm deeply jealous, so much so that I shall endeavour to discard the useless lump I'm currently using as soon as possible and join all the truly enlightened youths with their Mega Drives and their bottles of Biactol.

Yours amused, David Dickinson, Cornwall.

Good points, and sarcasm too. We approve. What we don't approve of is snotty, snooty format snobs, so we'll consider this case closed, thank you very much. And speaking of format snobs, how about this for genre snobbery...

"PORTSMOUTH TO THE EUROPEAN FINALS"

Dear AP,

Having just bought, read and totally enjoyed the August issue, I was placed in a state of shock to see the letter from Mark Bobowicz. How can he call the many thousands of people who buy football management games train spotters? If he had over five brain cells in his head he would realise that people buy these games because their favourite team is crap and they want to make Scunthorpe Utd European champions for the tenth year running.

Now I would firmly place a bet that Bobowicz doesn't like management games 'cos he can't play them. He likes to play arcade games but they're easy to play. Any arcade game has a weak point, even (and it saddens me to say) *Sensi.* I have bought, borrowed or played every management game under the sun because they are all different and there's always a sense of achievement when I've taken THE MIGHTY PORTSMOUTH to the European finals again.

With arcade games like *Stardust* or *No Second Prize,* once you've completed the game it's pointless playing it again because you know what to do, whereas on a management game there are promotions and relegations so the seasons are always different. So come on Mr Bobowicz, sort yourself out!!!!

Yours very annoyed, Tim Pyke, Gosport

Here's an experiment you can try out. Remove words such as 'management' and 'arcade' from this letter, replace them with 'Amiga' and 'Mega Drive' and you've got The Bilious Green Banana's letter from earlier on. If we don't see less of this terrible bigotry, then someone's going to get a thick ear, and soon.

"ONE THING AND VOMIT"

Dear AP,

Oh dear! (Expression compromised to prevent editing and censorship) I have just read Mark Bobowicz's letter from AP40 (pause to titter childishly at the name). Why do some people have to turn freedom of choice and expression into a personal attack on others who like and enjoy different pleasures? It can only be narrow-mindedness and selfishness surely!

Can't this guy see that what the Amiga needs is variety? From strategy games like *The Settlers* to shooting games like *SWIV,* from football management games to platformers even (although I say that through gritted teeth), this is what sets the Amiga apart from consoles and it's a good thing. People are all different and

DO THE write thing

demand different games.

But all games players should unite in one thing and vomit on Mark Bobowicz and his unhelpful views. I'm sorry to use such a drastic expression, so maybe you could substitute "unite and be not very nice to" instead.

I thank you, David Rusell, Surrey

Better.

"CHANGED MY OPINION"

Dear AMIGA POWER,

I have always been a reader of your mag and enjoyed it so much that I became a subscriber and had the bonus of an excellent free game and subscriber letter. I've never had a thing to complain about in the magazine, until I was looking at the contents page of issue 39 and was reading the little messages and noticed that one of them said "Cam would just like to say: 'I think it was Kurt, in the garage, with the shotgun.' "

I found this deeply upsetting as I have long been a fan of Nirvana and was very saddened to hear of Kurt Cobain's death. This has seriously changed my opinion of AMIGA POWER and I will have to think very hard as to whether I'll continue to get your mag.

Yours sincerely, Nirvana Fan

PS When Cam fell off his bike I hope it caused him a lot of pain, and I hope his bike was a complete write-off.

Cam says: "Well Mr Fan, I've mended well and my bike's in top condition too which, let's face it, is more than can be said for Kurt. John Lennon's untimely death was unavoidable and therefore a tragedy, Kurt Cobain's was just plain stupid. I think it's pathetic to see such a rich, talented and famous pop star ignore his privileged position, wallow in self pity and then top himself. Thanks for the concern about my near-fatal collision with a car, though."

"SOMETHING MORE SINISTER"

Dear AMIGA POWER,

I've just been reading your invaluable and exciting Official *Cannon Fodder* Playing Guide. It's really great and I've certainly picked up lots of useful tips and ideas. But one thing's bothering me – how come it says on the cover that it's 'Brought to you by Amiga Format, PC Format and ST Format' despite the fact that the book was written in its entirety by AMIGA POWER's very own Commander Cameron Winstanley? Is it just a bizarre printing mistake, or is there something more sinister going on?

Yours in confusion, Stuart Campbell, Sensible Software, Essex

Er, um. What did you say your name was?

"FOUR TIMES, YES FOUR!"

Dear AP,

I must say that Paul Jopp of Surrey a) is crap and b) must get no enjoyment out of his games. In The Last Resort he wrote in four times, yes four! What is the point of buying a game if you're just going to get someone else to complete it for you?

Tom Walsham, Cambridge

We agree with Tom, and will therefore continue to begin our Complete Control section with disparaging remarks.

"TRAGEDY AND YOUR INSENSITIVE"

Dear AP,

I have just finished reading AP40 and I am upset over the comments about Andrés Escobar in Points Of View. I am a football fan and I fail to see the funny side of it. The player's death was a tragedy and your insensitive comments were totally unjustified.

One other thing. Why was *Sensible Soccer International* not reviewed in AP40? I have had my copy about six weeks. Please explain.

Roy Harris, Bolton

Interestingly, you give your distress at us using Escobar's name as much weight as the Sensi question, so presumably you're all broken up about that too. We didn't review Sensi Soccer International *as it's virtually identical to the last version of* Sensi. *Having had it for six weeks, you should be well aware of that.*

"THAT PESKY ORANGE"

Dear AP,

I can't believe it! Why oh why have you stopped the message "Loading and Decrunching" on your coverdisks? There I was, looking forward to playing some of this *Impossible Mission* lark (you just can't beat this 8 bit cack) but I couldn't get it to load. There was no phrase, you see, to reassure me that it was still loading. However I did notice that pesky orange light flickering on and off but I still haven't worked out what it means. Anyway, after a few seconds of this, I came to the conclusion that it wasn't going to load and turned it off. PLEASE bring back this legendary phrase and put my mind at rest.

Yours very sadly, Julian Boreham, Rotherham

Oh har-de-har.

"BRIGHTON AND HOVE ALBION?"

Dear AMIGA POWER,

A few points regarding issue 40:

1. I liked the picture of the Siamese kitten in the *Heimdall* hints. You said it was a skull, but it was clearly an ickle wickle kitty-cat.
2. What was all that 'yesterday' business?
3. That Andrés Escobar joke was a bit off wasn't it? See also AP39 and the Kurt Cobain joke.
4. Kilmarnock? Surely not. Surely the greatest team in the British Isles is Brighton and Hove Albion?

Yours seagulls-for-champ-iously, Kate Flannagan, Worthing

No, it's clearly a Persian. It it were a Siamese it would be all thin, with those shifty blue eyes.

"SHAZNASTYBUMFUD WEASEL"

Dear AMIGA POWER,

Kangaroo Court

The case: The sticking character.

The accused: *Alien Breed* and *Heimdall 2*

Scene One: Your back's against the wall and the pressure doors are pounding. Your motion tracker's on line and set to 3.4 ambient. That's a big *("plucking" – Ed)* signal maaan! That can't be right! That's inside the room! Ripley go, go, go! I can't! My computer sprite's stuck fast and no matter which way I waggle my joystick, I can't get away from this wall! Rnghgnngnnhhhh!

Scene Two: The game hasn't been saved for ten days, your beard's catching between your toes and the ➤

STERN REPLY Winner

"AP IS SEEMINGLY IRREVERSIBLE"

Dear all that are to do with AP what used to be to do with YS,

The dreaded curse of ex-Your Sinclair personnel has swept plague-like through the offices of Future Publishing, and settled at AMIGA POWER. Hurrah? I think not. The tell-tale signs of a magazine about to fold are all too apparent:

- The plummet in size to a mere 100 pages.
- Just ten (ten, TEN!) new games reviewed in AP40.
- The departure of Stuart Campbell.
- A bloody joystick round-up. The first of many, I suspect.
- Sad, sad, sad and very lonely coverdisks in AP39 and 40.

And some other stuff as well, too.

You see, I'm just a tiny bit cross because my beloved £3.95 AP has begun to shrink, like a yogurt pot ablaze. Or something. The once obese delights of the reviews, tips and previews sections have become a mere shadow of their former selves. How proud you must have been to make that joystick feature S-T-R-E-T-C-H over four (four, FOUR!) pages. And I'm moaning even though I know it's summer, okay?

The editorial content has dropped, clanger like, to an all-time low. Indeed, I am fast running out of funds to finance the purchase of sufficient Tipp-Ex to remove all the ghastly exclamation marks from the *Clockwiser* review in AP40. However... the recent introduction of In The Style Of and the Kangaroo Court features are a welcome boon for us, the readers at home, although you forgot to include in the case for the prosecution, the musician responsible for the teeth-grindingly coma-inducing tunes in cutesy games. But anyway.

Even though the jinx bestowed upon AP is seemingly irreversible, I sincerely hope that the short time AP has left as an Amiga games mag (before it is cast into the pit of joystick round-ups and day trips to Ingoldmells) is put to good use. Don't let the Amiga die an untimely death in the name of crapness. I'm sure that in three, maybe four years time, such features will be hugged and cherished by Amiga owners starved of, er, things to do with the Amiga, but in the meantime stick to what AP has always done best – reviewing Amiga games. In a funky, skillo sort of a way. Of course!

How about a retro-review feature for the financially challenged? Here's an example of what I mean:

DIY Fast Bike Racing Game – 3 Easy Steps

1. Locate your copy of mediocre, ageing bike racing game *Super Hang On.*
2. Put your Amiga into 60Hz mode using a utility boot or similar program. There're squillions in the public domain.
3. Finally, load your copy of said game, and suddenly your dusty, old bike racing game is transformed into a full screen, all singing, all dancing 200mph burner to rival even the most recent of the Lotus trilogy. Probably.

Mr Roy Zucchini Surincial, Nottingham

Aw, give us a break. It was the summer, and we can't review games if no-one's writing any. (Unless we, for example, review PC games in the hope that you won't notice the difference when the Amiga versions come out three months later. But that would show a dismal lack of professionalism, and we doubt our fine readers would be fooled for a moment.)

But now it's the autumn, and AMIGA POWER once again bulges with reviews, barely leaving space for the meticulously-researched features we also adore. Decline? Far from it. This is the dawn of a new Golden Age. (Hang on, though – "The plummet in size to a mere 100 pages"? We've been 100 pages for as long as we can remember, bar the odd Christmas special. We could go up to, say, 108 pages if you like, but we'd probably have to fill at least half the extra ones with PC reviews.)

DO THE write thing

caffeine drip into your jugular's dry. Then... Enlightenment!! Of course! It's so damn obvious. Pour water onto the fire god, go next door and over the newly formed ice-bridge, down the stairs, jump, up the other side, into the room where there's a never-ending cavalcade of giants to battle with until you throw the rainbow jewelled ring into the thingy and... oh shaznastybumfudweasel. Young Heimdall's doing a Houdini impression 'cos he's stuck fast. Oh fiddlesticks.
Rob Forsdyke, Bromley.

Scarcely a problem that threatens the foundations of Amiga gaming as we know it, though.

"LEMMINGS TO THE NASTINESS"

Dear AP,
The crappest mark you have ever given a game is 3%, I think. It was *Dangerous Streets* and didn't it deserve it? I can see that just by looking at it. The best mark is 94% shared by *Cannon Fodder* and *Sensible Soccer*, and boy do they deserve it. Your average marks for the last three issues were as follows: AP37 – 69.623%; AP38 – 67.28%; AP39 – 64.628%.

As you can see, your marks get lower each time so either your reviews are getting tougher (a good thing) or the games are getting worse (a bad thing). Also, what's happened to Psygnosis? They have gone from the glory of *Lemmings* to the nastiness of *Prime Mover.*
Phillip Bevan
PS Can I have a signed photo of Lisa Pelley? *(Who? – Ed)*

If our marks are getting lower, then clearly games must be getting worse. There can be no other explanation. However, at the risk of suffering tedium-induced seizure of the entire cerebral cortex, try doing one more calculation to find the average of this month's marks. We suspect you'll find an improvement.

"SOLD AND THE CUSTOMERS"

Dear Sir,
While browsing in my local HMV store the other day, I noticed that the videos, tapes and CDs were being sold on a two-for-£10 basis. These were selling like wildfire while the computer shelves were neglected by the majority of the customers.

I think that software houses should adopt a similar strategy during the summer months to boost sales, since there's always a low point during these times. Perhaps if companies were to sell two games in a single volume for £30 or so, then maybe more would be sold AND the customers would be getting a better deal.
Yours faithfully, David O'Conner, Dinnington

Hmm. Interesting. They could even package together anything up to about six games, selling them at a discounted price. But what could they call this novel innovation? A 'compilation', maybe? Yes, that's got a nice ring to it.

"MUSIC WORLD WHILST READING"

Dear AMIGA POWER,
Has Iain 'Mr Mature' Heron-Stamp had a sense of humour bypass, or is he just old before his time? Being a full two years older than him (although young at heart) I nearly fell out of my bath chair when I read his letter. I mean, come on, does Iain really think that using a word such as 'hebetudinous' make him big and clever? Why not just write 'blunt' so that we all know what he's on about? It's not big and clever, it's just dull and boring and perpetuates the myth that anyone who's over 21 is well past their sell-by date and ready for the knacker's yard.

I'm surprised that someone as obviously grown up as Mr Heron-Stamp actually partakes in any activity as juvenile as playing computer games. Shouldn't he be at home in his carpet slippers, listening to his Dire Straits and Simply Red CDs and congratulating himself on listening to such great groups from the cutting edge of the music world whilst reading through his thesaurus looking for complicated and interesting words to use in letters?
Yours with great antiquity, Francis Donlevy, Bromley

Jonathan says: There's nothing wrong with carpet slippers.

"POST AND BROKE"

Dear AP,
I found this at work and thought you might like to see it. It happened when a car backed into a post and broke the number plate. Never has there been a truer word!
Yours sincerely, Mark Godwin

If any other readers are in possession of interesting AMIGA POWER-related road traffic accident debris, please send it in.

AND ANOTHER THING...

Regarding your review of *Elfmania* in issue 39, I thought your mark was spot on. After playing the demo of it on your cover disk, I can't understand how all the other mags can justify the 90s they gave it. I say stick with *Mortal Kombat.*
Declan Malone, Co Armagh

Unfortunately the truth can sometimes hurt, but AMIGA POWER never flinches from delivering it. Because we care. About you.

Click, wait, move, click, move, type name, wait, click, wait. Sorry, I was impersonating a football management game. Ha ha.
Graham Ribchester, Warrington

Ha ha.

May you always be known henceforth as 'The Flawed Ones' and may your souls wander for all eternity in the vortex of hopelessness, and may your beer go warm. Except Jonathan Davies, he's okay. Pay heed mortals, for I have spoken.
Rick 'Flopsy-Ears' Doidge, Solihull
PS And I tell you again, I care not that my surname is a thing to be mocked.

'The Flawed Ones'. We kind of like it.

James Attwood is bloody lucky. I wish I'd had the brains to think of writing to your mag for work experience. When I get back to school after the summer, my work experience will be in John Menzies. Oh well, at least I'll have direct access to your mag.
Gareth Brandwood, Runcorn

*And, before you all reach for your biros, James **was** bloody lucky. There will be no more like him for the time being.*

To people who buy management sims, don't. Write to a company called KJC Games at Thornton, Cleveleys instead. They do a play by mail football management game where you play against 19 other real people instead of playing against the computer.
Graham Ribchester, Warrington

And it takes a week between moves, presumably, rather than the more usual two days.

Stop bloody censoring every fodding swear word!
Tom Walsham, Cambridge

Stow that crud right now, you freaking melon farmer.

I agree with you, who agrees with Helen Smith. Can you please find it in your hearts to show us a photo of the lovely Helen?
Yours sincerely, Baron von Snazzy Shirt London

Sadly, we haven't got one. But here's a photo of Bucks Fizz instead.

Phwooar ch girls! (And lads.)

On your Secret Garden pages, who are the two very sexy females on the left, in the big picture? Could I get a photo of each of them as I think these women are a man's dream!
Jason Shand (16)

Tch.

There's a black central character in *Global Gladiators,* as either Mick or Mac is black. There are also black characters in *Street Fighter 2* and *Body Blows.* Admittedly there aren't many, but at least there are some.
Paul Suart, Leicester

Yes. You're right.

Whilst playing the *Cannon Fodder* demo from AP31, I noticed that stage four claims to have a tank. I still haven't found it. Where is it please?
Arthur Fowler, Rotherham

After a year you still haven't found it? Doesn't that suggest something? It's not there. Sensible forgot to put it in.

I had the pleasure, last year, of attending the FES at Olympia. And I'd like to say that I couldn't have survived it without the Chillout Zone. Will there be one at this year's FES?
Arthur Fowler, Rotherham

Yes! There'll be a new, improved Chillout Zone, and it'll be smokin'. See page 10 for all your Future Entertainment Show needs.

WRITE TO US AT:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Or cyber-post your letters to us at the FUTURE-LEISURE conference on CIX.

THE BOTTOM LINE

If life seems like an endless succession of poorly lit tunnels with nothing to distinguish one direction from another, fear not. AMIGA POWER brings you its monthly torch...

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Quite as good as this year's FES ★★★★ Almost as good as this year's FES ★★★★ Has its moments. But not as many as this year's FES
★★ Flawed, unlike this year's FES, of course ★ Dire, like last *(Snip. – Ed).*

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review

and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – *("Cam" – Uncle Joe Stalin)* ● JA – James Attwood ● TT – Tim Tucker ● SF – Steve Faragher ● SM – Steve McGill

'ALLO 'ALLO CARTOON FUN
Alternative £24.99

AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's basically a bog-standard platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas. ★

APOCALYPSE
Virgin £29.99

AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it overnight if you stay up all night and go bleary-eyed, that's for sure.
★★★★

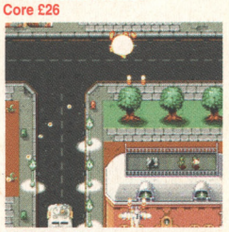
ARCADE POOL
Team 17 £9.99

AP38 91% JD
It's like being down the pub with all the lads from team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool. ★★★★★

ARMOUR-GEDDON 2
Psygnosis £29.99

AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



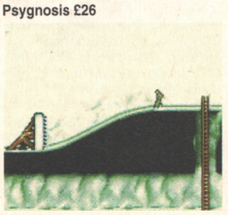
AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and fall over) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of (selectable) power-ups, plenty of (alarmingly competent) monsters and rather a lot more fun than that. And no in-game music.
★★★★★

BATMAN RETURNS
Gametek £14.99
AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at. You'll never see level three, largely because you won't be bothered to get there.
★

BENEATH A STEEL SKY
Virgin £34.99

AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons' excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BENEFACTOR
Psygnosis £26

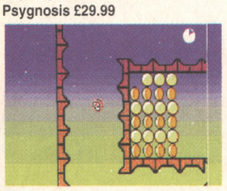


AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GRAY
Impressions £34.99

AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
AP Top 100 No. 56
Original and great fun, *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS GALACTIC
Team 17 £26.99

AP33 72% CW A1200 79% SM
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

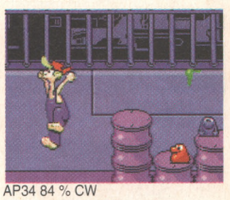
BRIAN THE LION
Psygnosis £29.99

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love.
★

BRUTAL SPORTS FOOTBALL
Millennium £25.99
AP32 88% SM

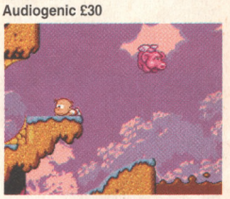
AP Top 100 No. 88
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurrence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.
★★★★

BUBBA 'N' STIX
Core £25.99



AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it well above the average platformer.
★★★★

BUBBLE AND SQUEAK A1200
Audiogenic £30



AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUMP 'N' BURN
Grandslam £26

AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few ➤

more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30

AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of *Duney* (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CAMPAIGN 2
Empire £24.99

AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

CANNON FODDER
Virgin £29.99

AP32 94% CW
AP Top 100 No. 2
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.
★★★★★

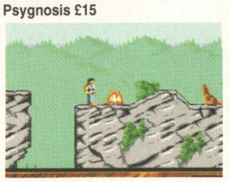
CHAOS ENGINE A1200
Mindscape £25.99

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £34.99

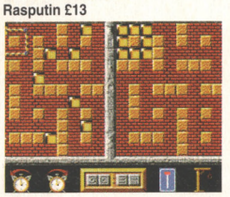
AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

CLIFFHANGER
Psygnosis £15



AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

COOL SPOT
Virgin £29.99

AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. ★★★★

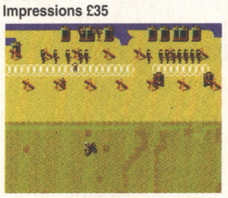
COSMIC SPACEHEAD
Codemasters £25.99

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

CYBERPUNKS
Core £25.99

AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

D-DAY
Impressions £35



AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles.) Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.
★

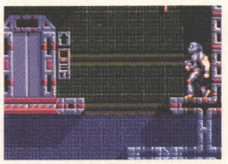
DANGEROUS STREETS CD32
Flair £25.99

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.
★

DARKMERE
Core £29.99

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DEEP CORE
ICE £25.99



AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★

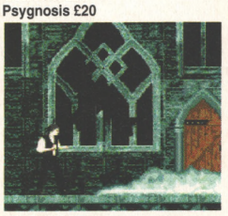
DENNIS
Ocean £25.99

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace.
★

DOOFUS
Prestige £28

AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly, whatever people might think.
★

DRACULA
Psygnosis £20



AP39 14% JD
The world's other worst film licence.
★

ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. Certainly one of the top five games of 1994. ★★★★★

F1
Domark £25.99

AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or your other racing games are starting to look a bit tired after years and years of high speed, engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition. ★★★★★

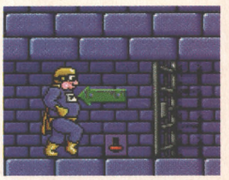
F117A
Microprose £34.99

AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99

AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £25.99



AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FLY HARDER
Buzz £9.99

AP36 90% CW
CD32 £14.99 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success. ★★★★★

FRONTIER: ELITE 2
Gametek £34.99

AP32 A500 65% (A1200 75%) RL
AP Top 100 No. 100
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it really should be. ★★★

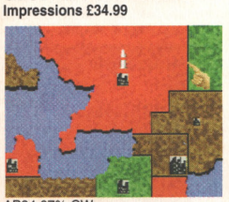
FURY OF THE FURRIES
Mindscape £25.99

AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game. ★★★★

GENESIA
Mindscape £29.99

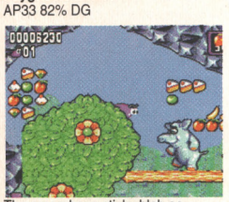
AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.
★★★

GLOBAL DOMINATION
Impressions £34.99



AP34 67% CW
The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99
AP33 82% DG



The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

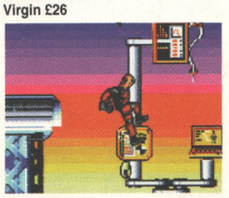
HEIMDALL 2
Core £34.99

AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. MicroProse's infinite wisdom has it that the tightly focussed, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INNOCENT UNTIL CAUGHT
Psygnosis £29.99

AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

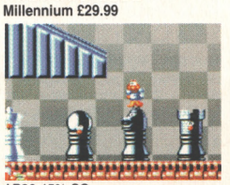
INTERNATIONAL SOCCER
Zeppelin £9.99

AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap.
★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

JAMES POND 2 ROBOCOD CD32
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★

JAMES POND 3
Millennium £29.99

AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE
Rasputin Software £26.99
AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200
Ocean £27.99

AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

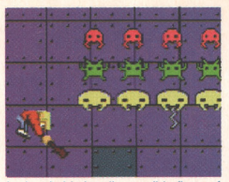
K240
Gremlin £29.99

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

KICK OFF 3
Anco £26

AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But! it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KID CHAOS
Ocean £26
AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr. ★★★



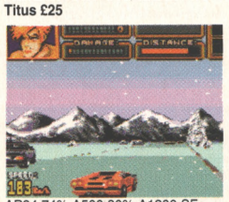
KING'S QUEST 6
Sierra £35

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5. ★★★

LABYRINTH OF TIME
Electronic Arts

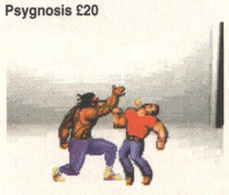
AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing. ★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25



AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders. ★★★★

LAST ACTION HERO
Psygnosis £20



AP39 3% SC
The world's other other worst film licence.
★

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM
Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LIBERATION: CAPTIVE 2 CD32
Mindscape £34.99

AP33 91% SF
AP Top 100 No. 33
The first game that really gets around to using the CD32 to its maximum potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £29.99

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

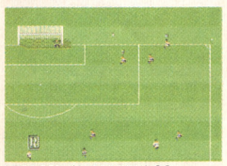
MAELSTROM
Empire £34.99

AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MAGIC BOY
Empire £25.99
AP33 37% SC
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a ➤

few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £29.99



AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

MEGA MOTION
Black Legend £9.99

AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £44.99
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

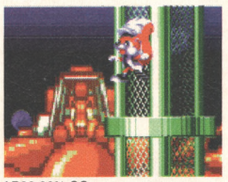
MONOPOLY
Supervision £27.99
AP38 81% SC
A surprisingly fun version of the

board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MORTAL KOMBAT
Virgin £29.99

AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

MR NUTZ
Ocean £25.99



AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £25.99

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ON THE BALL
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's sat down and realised that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

OUT TO LUNCH A1200
Mindscape £25

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

PERIHELION
Psygnosis £29.99

AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

PINBALL FANTASIES A1200
21st Century £29.99

AP32 91% JN
AP Top 100 No. 10
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway.
★★★★★

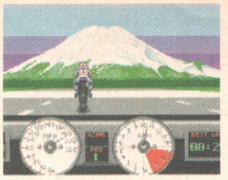
PINBALL FANTASIES CD32
21st Century £29.99

AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRATES! GOLD CD32
Microprose £29.99

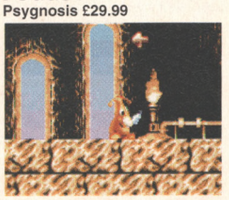
AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £25.99
AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from



'ought to know better' Psygnosis – so don't. ★

PUGGSY
Psygnosis £29.99

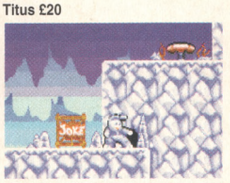


AP36 40% SM
Puggsy? Crapsy, more like. ★

PUTTY SQUAD A1200
System 3 £30

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.

QUIK
Titus £20



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

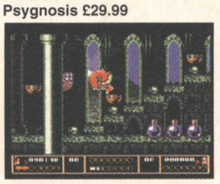
THE RYDER CUP A1200
Ocean £29.99

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £29.99
AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort*

of. – Ed) Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more even more style than its already stylish predecessor. Hari-kiri has never been so much fun. ★★★★★

SEEK AND DESTROY
Vision Software £19.99

AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIERRA SOCCER
Sierra £24.99
AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by

one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIMON THE SORCERER
Adventure Soft £34.99

AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

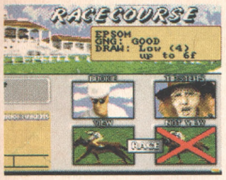
SKIDMARKS
Mindscape £24.99

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

SNAPPERAZZI
Alternative £19.99

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20.
★

STABLE MASTERS 2
ESP Software £24.95
AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're



not a big fan of the gee-gees.
★★★

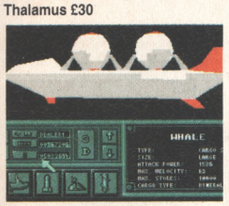
STARDUST
Daze £16.99

AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

STAR TREK A1200
Interplay £34.99

AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

SUB
Thalamus £30



AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £24.99

AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. You'd expect rubbish from a game like this, with such an obviously tacky tie-in. But Stuart was kept busy and amused for quite a while. He even stopped watching re-runs of the cult Australian '70s TV series Canoe Squad when he was playing this. It stars Hulk Hogan too.
★★★

SUPER METHANE BROTHERS
Apache £25.99

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble,* but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there.* Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SWITCHQUIZ
Switchsoft £29/£37

AP41 54% CW
Pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print, Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that repeat. Data disks are promised, but even so Trivial Pursuit still rules the stupid quiz game roost.
★★

T2 – THE ARCADE GAME
Virgin £25.99

AP33 57% SC
Terminator 2 is a predictable shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

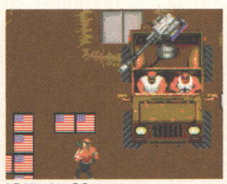
THE SETTLERS
Kompart £34.99

AP32 88% A1200 90% CW
AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TORNADO
Digital Integration £34.99

AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

TOTAL CARNAGE
ICE £29.99



AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. We advise you to give it a well earned miss.
★

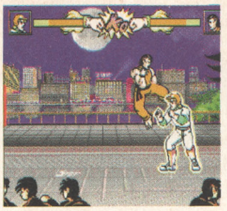
TORNADO A1200 VERSION
Digital Integration £39.99

AP38 82% JD
There are minimal differences between this and the ordinary version. More colours etc.
★★★★

TRAPS 'N' TREASURES
Krisalis £25.99

AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £25.99

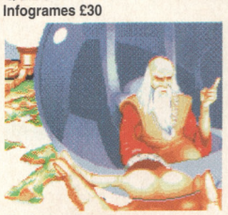


AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a monday. In the market. ★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions of *Body Blows* Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30



AP39 61% JD
No it isn't.★

UNIVERSE
Core £35

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it.★

VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot.★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200
AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £19.99

AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, who will just zip in and steal the ball leaving you helpless. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26.★

WIZ 'N' LIZ
Psygnosis £29.99

AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun and more than a little bit addictive. Somewhat surprisingly.
★★★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM.
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished and playable affair. It's good to see independent companies having a go, but that's the only good thing you can say for this awful game.
★

WORLD OF SOCCER
Challenge £20

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this 'game'.
★

WORLD CUP USA '94
US Gold £26

AP41 20% SM
Terrifyingly awful overhead-view footy game with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year.
★

ZOOL 2
Gremlin £25.99

AP33 86% SM
It's good to know that there are still some platformers out there that look and feel really good to play. The programmers of this little beauty have really let their imaginations go and stretched the normally rather dull platform genre to its limits. The game features some really rather beautiful animations, quite stunning backgrounds and, most importantly, playability by the bucket full. And the puzzles aren't 'alf bad either, mates. All of this and more makes *Zool 2* well worth buying. For once, and contrary to some popular opinion as expressed in modern music, you *can* believe the hype.
★★★★

the

Come with us now to a smoke-filled cellar where The Four Fabs; Jon, Cam, Steve and Pello, are waiting to serenade you with a classic medley of small ads. (Yeah, yeah, yeah.)

SOFTWARE

● Boxed originals – *Desert Strike, Warlords, Distant Armies, Rainbow Collection* and many more all £6 each.
Neil Whitehead
(0527) 870726

● *Special Forces, Mortal Kombat, Body Blows, Street Fighter 1+2, F17 Challenge, Nick Faldo Golf, Sword of Honour* – All games boxed, £5 each.
Matthew Gillett
14 Cleveland Tower, Holloway Heap, Birmingham, B1 1UB

● *Chaos Engine* £12, *Body Blows* £10, *Alien Breed 2* £12, *Lemmings* £10, *Waxworks* £10, *Jag XJ220* £10. All boxed + Free Gift.
Martin Keegan
(0782) 658783

● *Striker* £6, *Micro Machines* £10, *Sensible Soccer* £10, *Pushover* £4, *Dizzy Prince of the Yolk Folk* £4, *Turtles* £4. Many others, just ring.
Chris Barraclough
(0858) 575269

● *Football Crazy* comp, *Sleepwalker, Rainbow Islands* – £5. *Body Blows, Captive, Street Fighter 2, Ishar, Nigel Mansell, Megasports, Lion Heart, Abandoned Places, Sensible Soccer* – £10. *Premier Manager* – £15. All boxed originals.
Mark Forrest
(061) 474 1321

● *Gunship 2000* £15, *Skidmarks* £12, *Stardust* £10, *Overdrive* £8, *Harlequin* £7 and *Wordworth V1.1* only £30. All boxed and with instructions.
Jeremy Langer
(081) 458 1910.

● *Premier Manager* £6, *Putty* £5, *PushOver* £5, *GFL Champ. Golf* £3, *WWF, Pit-Fighter + Final Fight* £10, *Historyline* 1914-1918 £20. All originals.
Matt Allen
(0509) 239134

● *Nick Faldo Golf* £10, *Railroad Tycoon* £10, *American Gladiators* £8, *Sim City/Populous* £12.
Gareth Pollard
(0409) 221524

● Many top games including *Dune 2, Syndicate, Speedball 2, PGA Tour Golf* and *Body Blows.*
Jason Lyle
(0648) 28195

● *Hired Guns, Cannon Fodder, Gunship 2000* – £15 each.
Eddy Chevli
(0223) 354512

● *Flashback*, hardly used, box and instructions £20. *Bart vs The Space Mutants, Art of Chess, GB Route Planner* - £3 each or £8 for all three. *Indiana Jones: Fate of Atlantis* Hint Book £8. All offers considered, ring after 4pm.
Ben Sowden
(0532) 688945

● *Zool, Pacific Islands, Striker, Chuck Rock 2, Wing Commander, Pinball Dreams, Trolls, Overkill, Stardust* – £12 each.
Richard Farrimond
(071) 828 6961

● Bargains. *Sim City/Populous* £10, *Vikings* £5, *Dragons of Flame* £4, *Carrier Command* £4. All boxed originals, excellent condition.
David Grant
(0383) 720755

● *Simon the Sorcerer, Nippon Safes, Kyrandia, Kings Quest 1, Space Quest 1, Loom, Zak McKracken, Maniac Mansion, Operation Stealth*, £5 to £15. All originals.
Cath Tiffney
(0296) 85210

● *Frontier: Elite 2* £15, *Batman Returns* £12, Both for £25. Unwanted gifts, brand new, boxed with instructions.
Tom Woolvett
(0323) 505428

● *Team Yankee, Turrican 2, Louts 2, Spirit of Excalibur, Storm Master, Celtic Legends, Harlequin, Castle Master, F-29 Retaliator, The Godfather – Action Game* – £8 each.
Paul Burdess
(091) 517 0512

● *Beneath A Steel Sky + Liberation* for sale, £20 each. Must collect. Phone after 6pm weekdays.
David Hickey
(0928) 563851

● *Frontier: Elite 2* + saved positions £15, *Monkey Island 2* £10, *AV8B Harrier Assault* £10, *Beast Busters* £10.
Paul Ellwood
(0793) 782045

● *Frontier: Elite* 2 £14, *Body Blows Galactic* £13, *History Line* 1914-1918 £18, *Sleepwalker* £5, *Road Rash* £8, *Street Fighter 2* £5.
Alan Webb
(0455) 291716

● *Z-Out* £5, *TV Sports Football* £5, *F-29 Retaliator* + mission disk £8, *Speedball* (with poster) £6.
Craig Littlejohn
(0592) 758218

● Bargain games for Amiga: *Mr Nutz* £5, *Disposable Hero* £4, *Uridium 2* £4 + lots more. Quick sale needed.
Lee Holden
(061) 736 2738

● Rare games for sale; *Paradroid 90, Borodind, Dragon Breed, Battle Squadron, Dungeon Master, Anarchy, Ivanhoe, Deja Vu 2, Infestation, Laser Squad* etc. etc. Reasonable offers.
Dawn Thompson
(0493) 653195

HARDWARE

● A1200, boxed, type through cover and second Cumana disk drive, lots of mags, plus two games and joypad. All for £300. No offers.
Daniel Smith
(0243) 673413

● A1200 with Philips Monitor, external disk drive, two mice, over £200 worth of utilities & hundreds of games all in perfect condition. Worth over £1000, sell for £600. After 6pm weekdays, anytime weekends, must collect.
Scott Williams
(0905) 359060

● A500+, 2Mb, A570 CD-ROM, 40+ original boxed games, 3 CD-ROMs, everything boxed, only £280!
Murray Gordon
(0254) 823012

● Sega Master System 2 with 9 games and joystick. Games include *Populous, Sonic* and many other top games. £80
Neil Ault
(0364) 643428

● Amiga 600, 30+ games, mouse and joystick, excellent condition. Lees than a year old with a few mags, £200.
Enis Hudaverdi
(081) 993 1658

● A1200 + 64Mb HD. 1084S monitor, magic WB, 20 games, DPaint 3. £340 – no offers. Phone for games list.
Rupert Patterson
(0272) 502329

● A500+, 1Mb, loads of games + coverdisks, mouse and joystick. £200 ono. Also Sega Master System, 3 games, £50 ono.
James Britt
(0344) 421697

● 1Mb Amiga 500 with joystick, mouse, dust cover, null modem cable, *Prodata, DPaint 2+3*, 110 blank disks, £150 worth of games and mags – £400 ono.
Kenneth Hinchcliffe
(0628) 823085

● AMIGA POWER Issues: 12-19, 21-23, 25-33 – £3 each – with coverdisks, perfect condition or £50 the lot
Saskia Pickard
(0746) 780309

● Game Gear with 5 games, 1 carry case, and AC adaptor for £70. Please phone after 6pm.
Andrew Gibson
(091) 384 4363

● Amiga 500+, 1Mb upgrade, external drive, Philips monitor, £400+ worth of games. All for £350 ono, must be able to collect.
Robert Edwards
(0268) 792922

● 2Mb A600, 22 full price games, 25 magazines, mouse and joystick. £200 ono.
Angus Brown
(0224) 621905

● A600, wicked condition, joystick, mouse + mat, games; Syndicate + data disk, *Desert Strike, Chaos Engine, Fate of Atlantis, Populous, Speedball* & *Lemmings*, 3 disk boxes. Bargain at £250 ono.
Annupret Singh
(081) 568 4117

● Lynx 2, with carry case, AC adaptor and 12 games (not all with instruction) worth over £350 will sell it for £100
Alex Walsh
(0959) 577684

● A600 2Mb, 2 joypads and mouse, 30 games – *Chaos Engine, Desert Strike, Frontier: Elite 2, SF2*, boxed with instructions + video digitiser, all good condition, £300 ono.
David Menzies
(0346) 513033

WANTED

● *Championship Manager Italia* for Amiga 500+, will pay up to £15.
Alan Byrne
(0792) 898521

● *Desert Strike, Cannon Fodder, Qwak, Elite.*
Peter Wade
(0296) 631858

● *Elvira* games, boxed originals with manuals.
Tony Picking
152 Monks Road
Lincoln
LN2 5PL

● *Skidmarks* & *Armourgeddon.*
Eddy Chevli
(0223) 354512

● *Syndicate* or *Cannon Fodder* for *Sensible Soccer, Gold*, or *Viz*! All boxed, and no pirates.
Marc Farmer
(0268) 520823

● I am willing to pay £10 for *Hill Street Blues* (for Amiga 600) with instructions or £8 without instructions.
Michael Melvin
(0928) 791964

● Desperate for *Syndicate, Settlers, Civilisation* and *Silent Service* originals only or will swap, phone for list.
(0272) 405460

● Any football related stuff or games for A1200. Please phone after 6pm.
Richard Hyslop
(0946) 692496

● *M4 Sherman*, good price paid for mint condition copy.
Chris
(0273) 731034

● *Moonstone.* Will pay £5 or swap for Team 17's *Full Contact.*
Andrew Oliver
(0271) 74294

● I am willing to pay up to £15 for good horse racing games, boxed and with instructions for an A1200.
Benjamin Bentley
(061) 740 3899

● Desperately seeking a cribbage game for my Amiga plus. Professional or PD. Please help!
Paul Philips
29 Ormestone Hse,
Bristol
BS13 9HG

Ultima 6, Bards Tale 2 or *3, Space Crusade* wanted for £20.
Edward Tillotson-Sills
(0724) 732732

● Does anyone have a copy of *Battle Isle*? Will pay up to £15 for original version only or will consider swap.
Chris Armstrong
(0692) 580086

THE FOUR FABS

secret cavern

SWAPS

● *Bill's Tomato Game, Lemmings 2, Jurassic Park, Alien Breed 2* and *Assasin* – swap for any good games, all boxed.
Kevin Smith
(0564) 822606

● I will swap my *Chaos Engine* and *WWF 2* for your *Secret of Monkey Island 2*. Boxed only, please.
Matthew Stabler
(0892) 522358

● Will swap *Robocop, Test Drive 2* and *Euro Championship* (yep, 3 for 1) for *Chaos Engine*.
Stephen Gillard
(0754) 85689

● Swap my *Pinball Fantasies, Cannon Fodder, Dynablaster, Striker* and *Flashback* for anything good.
Simon Beaumont
Longpiller Mill, Bishops Hole
Taunton, Somerset
TA4 1ND

● Swap CD32 software *Seek and Destroy, Arabian Nights, Zool, Dangerous Streets, Liberation, Sabre Team* for *Pinball Fantasies, Alien Breed, Microcosm, Zool 2* or *Whales Voyage*.
Mr A Toshack
(031) 346 1035

● Swap *Innocent Until Caught* and *Sabre Team* (A1200) for *Heimdall 2* (A1200) and *Second Samurai* (A1200).
Bill Stanton
(0268) 270801

● Will swap my *Syndicate, Mega-lo-Mania* or *First Samurai* for *Desert Strike, Flashback, The Settlers* or *Dune 2*.
Jason Beech
(0742) 647039

● How about my *Lemmings 2* or *Eye of the Beholder 2* for your *Space Hulk* or *Dynablaster*?
Andrew Baxter
(0937) 834381

● My *Lemmings 2* with box and instructions for *Sim City* or *Populous 2*, or *Zool* and *Striker* for *Steel Sky*, or *Monkey Island 2*. All originals, no pirates please.
David Young
(0337) 827037

● Swap *Goal!, Premier League, Body Blows, Galactic* (AGA), *Walker* and *Zool* (AGA) for *Pinball Fantasies* (AGA), *Desert Strike, Liberation, Sabre Team* (AGA) and *Skidmarks*. No pirates!
Marcus Herbert
(0661) 860254

● My *Simon the Sorcerer* (AGA), *Heimdall, Lemmings 2, Putty* and *F1GP* for your *Beneath a Steel Sky, Flashback* or *Monkey Island 2*.
Tom Werber
(0473) 735566

● *Lemmings 2, The Chaos Engine, Stardust, Simon the Sorcerer*. Wants: *Beneath a Steel Sky, Alien 3*.
Nick Compton
37 St. Micheals Road
Warwick
CV34 5RS

● My *Skidmarks* + *Lemmings* for your *Syndicate* or *Beneath a Steel Sky* (boxed originals only).
Roham Jackson
(0734) 757847

● My *Cruise for a Corpse* and *Leisure Suit Larry* for your *Simon the Sorcerer* – no pirates.
Darren Quinton
(071) 989 7263

● My *Heimdall 2* (AGA) for your *Ishar* 3 or *Darkmere* (AGA) if possible, other games will be considered.
Bruce Milne
(0595) 84578

PEN-PALS

● I am writing an RPG, and would like to hear from any good artists. Examples of work would be useful.
Andrew Lunn
37 Magdalen Road
North End
Portsmouth, Hants
PO2 9HS

● I would like to hear from any female A1200 owner, er, please.
Jason Shand
29 St. Margaret's Road
Inverness
Scotland
IV3 5AF

● 13 year old male, DPaint animator, looking for DPaint 4 AGA fans with A1200. Male or female, 100% reply.
Gary McIntosh
34 Kilgarth Street
Kirkwood
Coatbridge
Scotland
ML5 5SY

● I would like a pen pal with an Amiga to swap games and tips. Age 12 to 13, preferable male.
Steven Wyke
9 West Field Close
Normandy
Middlesborough
TS6 0HX

● I am an A600 owner on a valiant search for pen pals 14+ m/f and I am interested in computer mags, tips and music. 100% guaranteed reply.
Matthew Green
12 Hillside Crescent
Lisburn
Co. Antrim
N. Ireland
BT28 2BA

● Looking for A1200 owner, male or female. Interests include football, tennis, basketball and computer games. 100% reply.
Owen Farrington
Ave du triangle 8
1420 Braine l'Alleud
Belgium

● Pen pal wanted, any age, male or female. I enjoy computer games and writing, so I'll reply to everyone. I'm 15.
Shona McIntosh
34 Kilgarth Street
Kirkwood
Coatbridge
Scotland
ML5 5SY

● 19 year old male, A2000 owner, Adones graphics and demos, wants 17+ pen-pal. 99.9% reply, send photo if possible.
Wajdy Al-Zayer
Kfupm
P.O. Box 7550
Dhahran
Saudi Arabia
31261

● Looking for 11/13 year old boy, interests Amiga A500s, football, comics. UK only, will answer all.
Edward Cycaude
474 Obelisk Rise
Kingsthorpe
Northampton
NN2 8SU

● I'm 14 years old, looking for a m/f pen pal around the same age. Please send photo, 100% reply.
Michael McHugh
3 Cheyne Walk
Croydon
Surrey
CR0 7HH

● I'm 19 and own an A1200. Looking for overseas pen pal to swap games, tips and things... 100% reply.
Sergio Jurado Teron
P.O. Box 831
Almeria
Spain
04080

● I have go an A500+ with loads of games. You must be 14 years old or over.
Daniel Insley
25 Smedley Street East
Matlock
Derbyshire
DE4 3FQ

● Pen Pals wanted, especially males, with a view to romance! I am attractive (so I am told) and I like music and travel.
Dee McCormick
84 Galemoor Avenue
Gosport
Hampshire
PO12 2TW

● Contacts wanted worldwide. 100% reply.
David Lock
8 Anchor Buildings
Seedhill
Paisley
Scotland
PA1 1JW

● Looking for A600 contacts to give me some ideas on demo making, music, etc...
Steven Douglas
11 Lewis Street
Bilston
West Midlands

● I've got an A500+ and I am interested in most things, so boys (especially) or girls 15+, write to me please...
Lena Wylie
17 Emra House
Easton
Bristol
BS5 0RX

● I'm looking for overseas contact with other Amiga users. 100% reply
Cormac Robinson
Diekmannstraate 1A
48531 Nordhorn
Germany

● 21 Year old Amiga & PC owner, looking for pen-pal to join Special Reserve Club, because their offers are only available in the UK.
Dewyn Dieter
De Teerlink 38
8530 Harelbeke, Belgium.

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October 1994

BREAKFAST SANDWICH

Runs On: Wholemeal bread
Publisher: Cannonfodder
Author: Cam Winstanley
Price: 17p
Release: Out now

Cue titles: Series of static pictures showing anatomically-undetailed characters sitting at improbable angles on a magic carpet. Burst of terrible music.
Caption: The Arabian Knights.
Caption: Today's Episode – Bakaar's Treasure.
(Cut to cheap picture of palace room. The Arabian Knights – Tourhan, Nydah, Rasim, Fariq, Bez and Zazoom – stand unmoving in poses of great horror. Their eyes blink occasionally. Some spears are poking at them jerkily.)
Vangor *(off)*: I have you now, Arabian Knights.
Tourhan: Quickly. Knights. We must. Escape from. This trap.
Bez: Size of an elephant.
Nydah: Look out.
(Two soldiers rush at them in an odd perspective, holding spears.)
Rasim: Ha ha. I, Rasim, shall teach these insolent puppies manners.
(He picks up a large pot and throws it. Descending whistle. The pot hits the running soldiers and kills them instantly.)
Bez: Size of a flying horse.
Vangor *(off)*: I have you now, Arabian Knights.
(More soldiers rush in at slightly the wrong speed relative to the background.)
Fariq: Rosan flotar.
(Some furniture rises mysteriously into the air. Ascending whistle. The soldiers' heads explode.)
Bez: Size of a small walnut.
Bakaar: Curse you, Tourhan.
Vangor *(off)*: I have you now, Arabian Knights.
Bez: Size of a blue thing.
Reviewer *(pulling off Zazoom disguise)*: All this excitement is making me hungry.
Readers: Pshaw.
Reviewer: Well.

GRILLED

If a thing's worth waiting for, it's really worth waiting for. Cannonfodder's Cam has been quiet now since, ooh, his *Elevenses Thing* (AP9, 86%) and it's obvious by this new offering that he's spent the time knee-deep in fiendish taste combos. (And not, for example, creating *Elevenses Thing 2*, announced as "coming soon" the same month the original was released. Scoffware publishers, eh? We love 'em.)

Flying arrogantly in the face of the wisdom we mighty beings at AMIGA POWER dispense in a distressingly futile attempt to improve the sandwiches we see, the base of Cam's offering is pure toastum-fodder, using brown bread of a wholemeal grain but only lightly grilled and swathed in margarine for that insanely exhaustively-adopted, horribly soggy, collapsing-in-your-lap feel. Gak. IT'S A STUPID, POINTLESS, DISASTROUSLY MESSY IDEA YOU OAFISH, BABBLING LUNATICS and we hate you all for it.

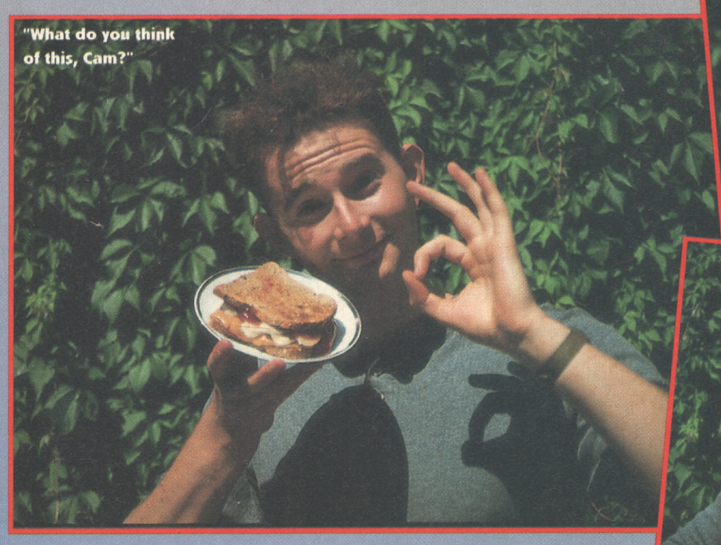
Fortunately for Cam, however, this imbecilic fault is rectified by the imagination shown in the topping design. A layer of brittle peanut butter adds texture and crispness to the bread, and a fat crown of jam beefs up the sugar content no end. The method's similar to the one used in Audiogenic's *Graham Gooch World Class Sandwich licence*, but with strawberry jam rather than raspberry. It's a twist that makes all the difference, and lends a splendid sweetness to the segments of banana jogged across the filling before the top slice of bread is squashed on.

Phwoar, eh lads?

This is not a sandwich you nibble politely: this is a sandwich you wolf down in three chunks at the most, spilling jam and banana and listening to your taste buds pop with the exhilarating overload of it all, and then throwing down a glass of skimmed milk in one to dislodge the choking mulch. It's vastly encouraging to see that independent publishers can still come up with something dramatically exciting like this while the big leaguers churn out the same old formula starch-rich rubbish.

What prevents Cannonfodder's *Breakfast Sandwich* from reaching the peak of light meal perfection is its lack of options. The recipe's unusually strict, with the only deviation allowed in the order of the banana slices and top square of toast: if you like, you can close the sandwich first, and use the banana as garnish. Er, cheers. Still, Cam, it gives you something to aim for with Version 1.1, eh? In your own time, of course.

● *JONATHAN NASH*



UPPERS Thick, juicy, glisteningly organic sandwich containing all the major food groups, and fascinatingly dangerous. At one point I went into heaving spasm before I could reach the milk – it's quite the most interesting thing I've eaten in ages.

DOWNERS The lack of options is a terrible shame. Our resident alcoholic found the insistence on full-sugar jam and notoriously tricky banana led to unfortunate expulsion incidents in a hangover situation.

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Marred by linearity it may be, but this is a tremendous breakfast.
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THE BOTTOM LINE FOR DIABETICS
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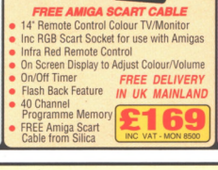

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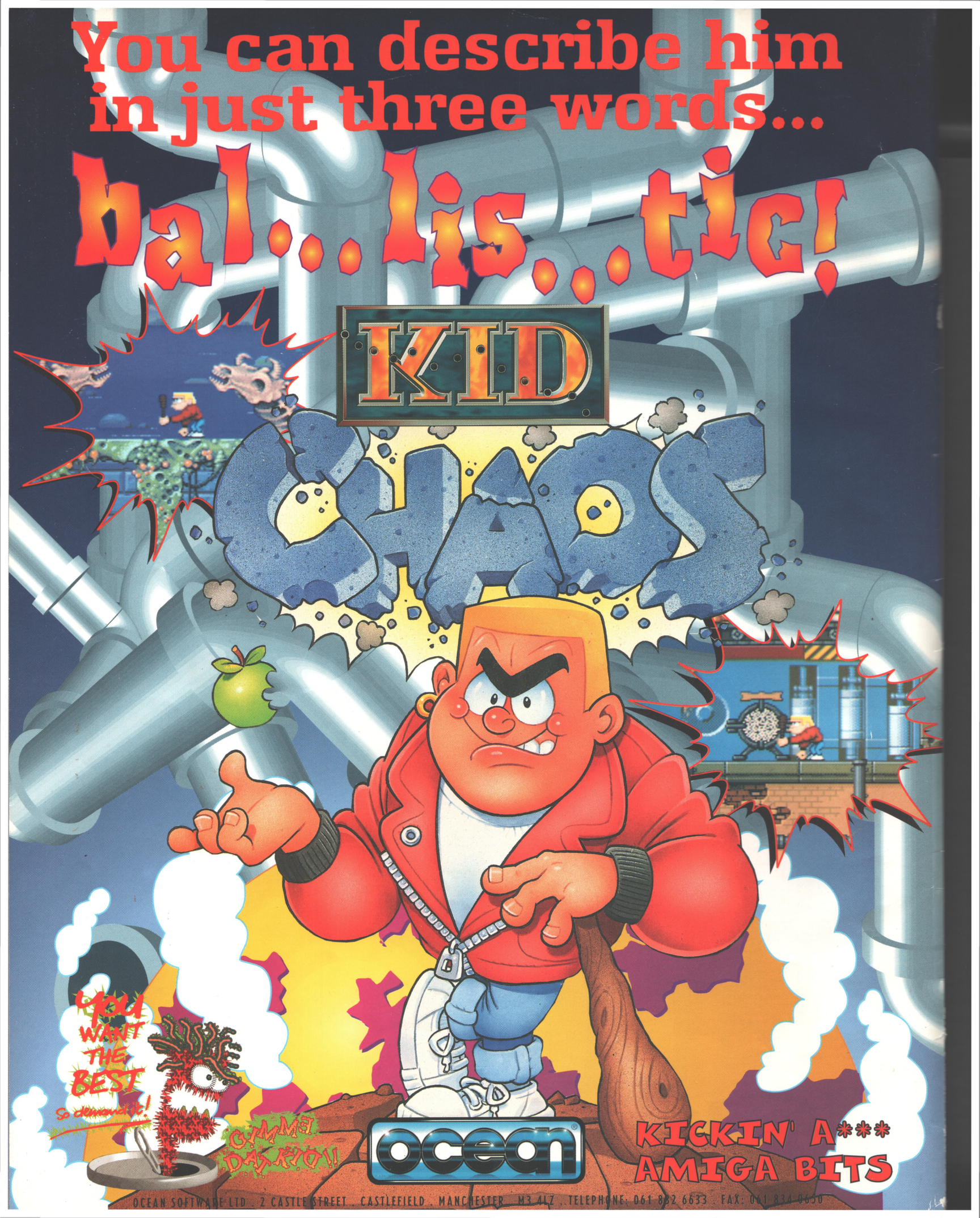
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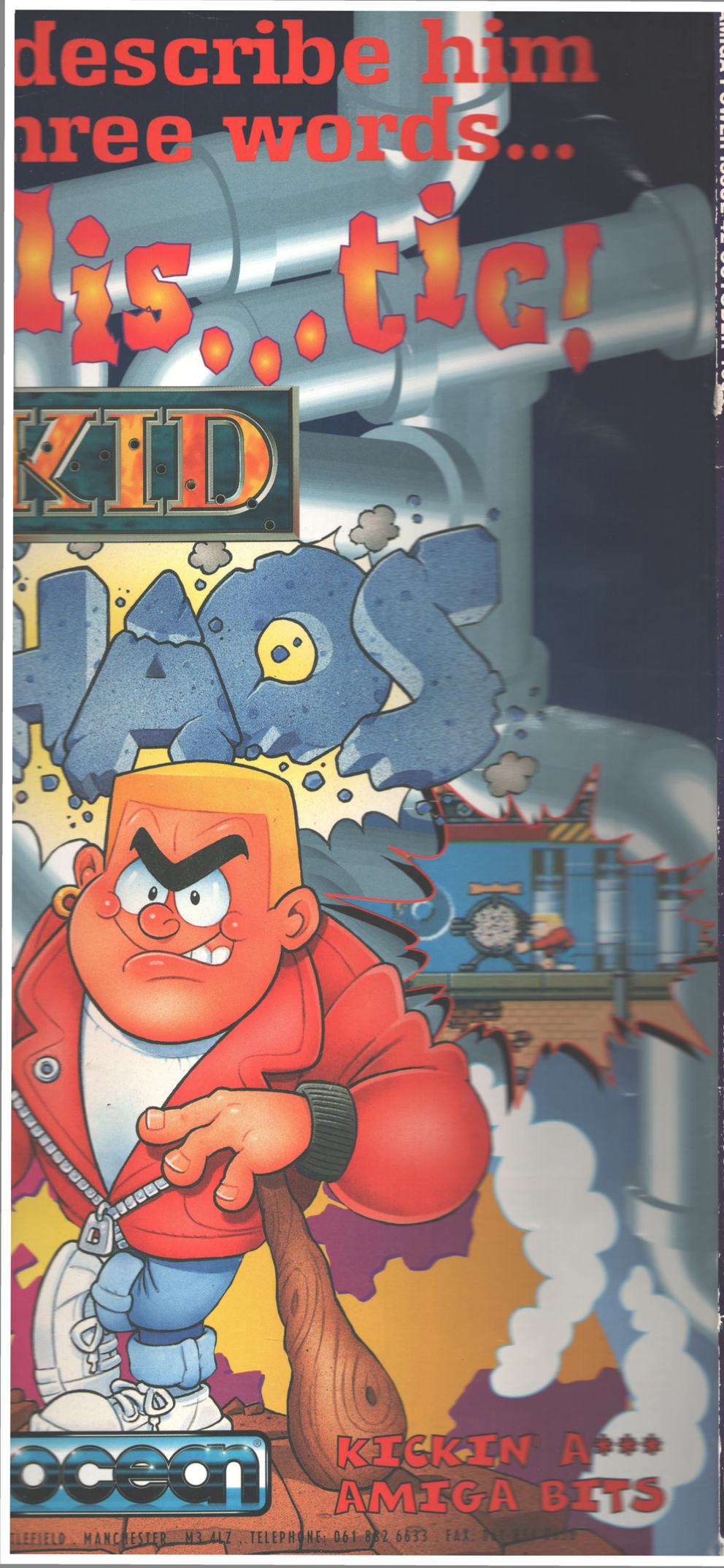

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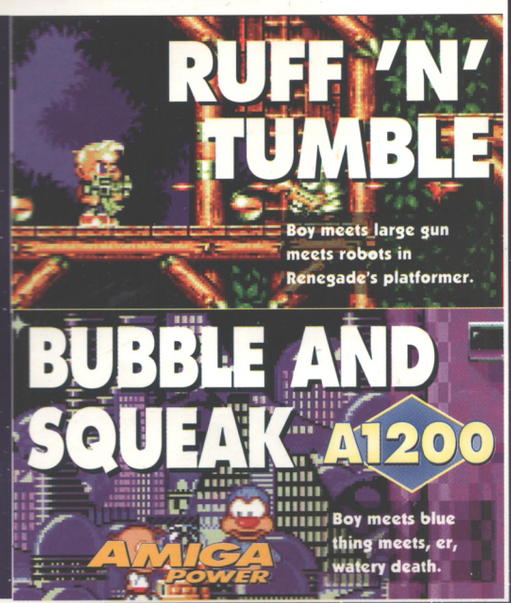
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